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MOTHER 3
HANDBOOK

A GUIDE TO NOWHERE

MOTHER 3

HANDBOOK

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MOTHER 3 HANDBOOK
2nd Edition
The English gamers' guide to the world of MOTHER 3

This is an UNOFFICIAL reference book produced for educational/informational purposes by the EarthBound fans at Fangamer.com. You can find more information, including a copy of this guide, online at:

handbook.fangamer.com

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CREDITS

Jon Kay: *Art Direction, Design, Layout*
Reid Young: *Editor-in-Chief*
Andrew Rogers: *General Editor*
Clyde Mandelin: *General Editor*
Camille Young: *Clay Models, Misc Artwork*
Emilio Orsi: *Character Illustrations*
Sebastian Hardy: *Editor CH 2, Item Illustrations*
Marty Elmer: *Character Illustrations (Back View)*
Steven Campos: *Graphics, General Editor*
Christopher Warriner: *Editor CH 3, Data*
Brian Jaworski: *Editor CH 4+5*
Charlie Verdin: *Editor CH 7*
Kevin Williams: *Editor CH 8*
Jeff Erbrecht: *Data*
Ryan Alyea: *Technical Support*

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Starmen.Net staff and community; Christopher Thomas; The Big N; Ben Carignan; Heidi Yolmeh; Toby Fox; patient wives and significant others; House Industries; Emigre; sxc.hu; various old school Rareware game soundtracks.

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Dedicated to the EarthBound fans who waited for 16 years to play this game.

MOTHER 3

HANDBOOK

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FOREWORD

This handbook was independently designed, written, and produced from scratch by MOTHER (EarthBound) fans with the same kind of care that creator Shigesato Itoi put into the series. MOTHER 3 has not been made officially available outside of Japan, but with this book we hope to give it the recognition we feel it deserves.

This would not be possible without the creative energy of the fans who are constantly producing art in every medium imaginable. If you're feeling inspired, the community at Starmen.Net is filled with fans (both artistic and otherwise) who would love to hear/see your thoughts about the game.

This handbook is not designed to help you beat the game; it's designed to help you enjoy it. Take time to appreciate this book and hopefully you'll find yourself appreciating the game that much more.

"MOTHER 3 is a playground with plenty of room for your imagination to run free. The more you think about it, the greater MOTHER 3 will become. The more you feel it, the deeper it will become. The more fun you have, the more you'll grow."

Shigesato Itoi

WELCOME TO THE WORLD OF

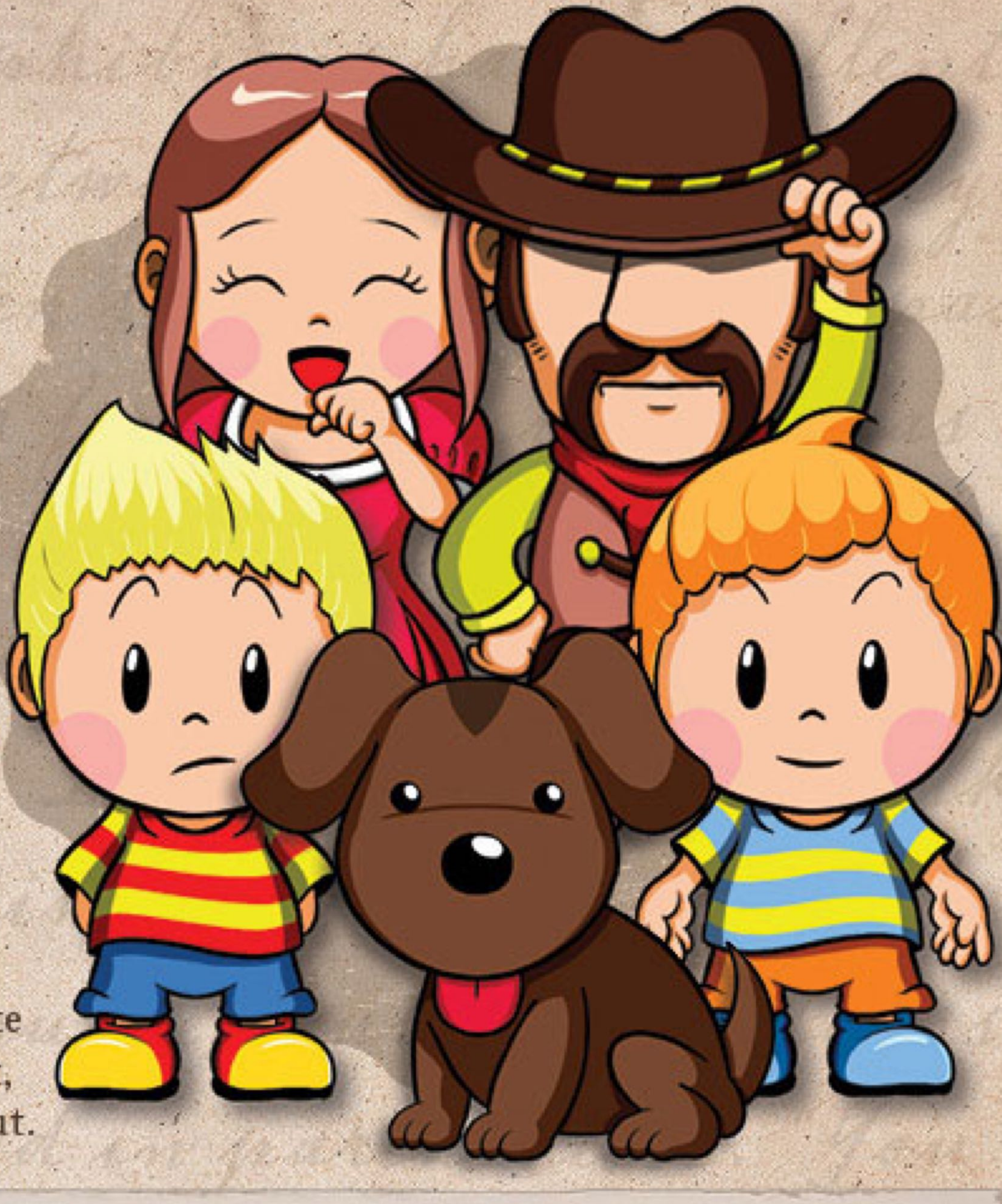
MOTHER 3

PROLOGUE

WELCOME!

PROLOGUE

MEET THE FAMILY

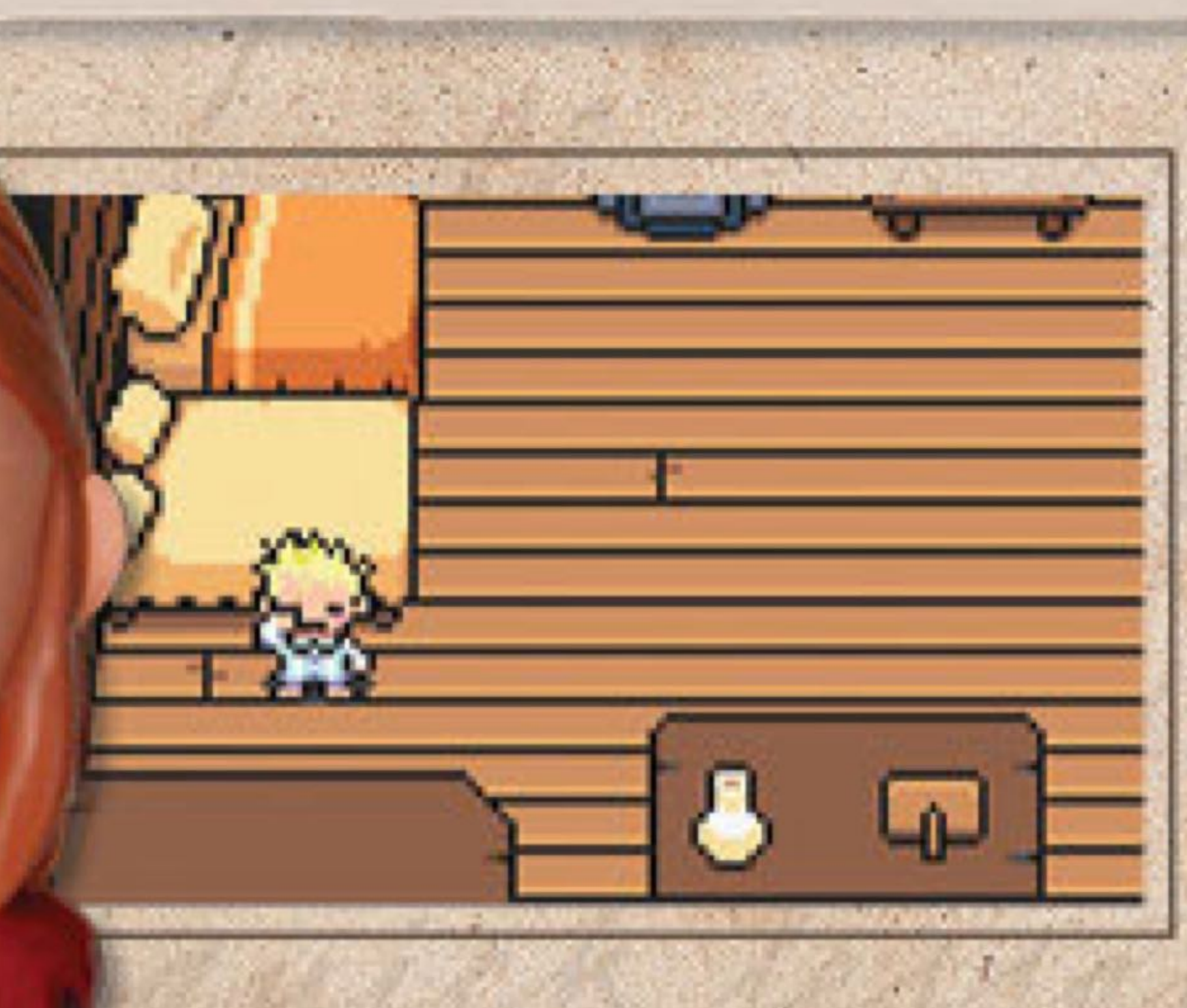


As with any introduction, you begin by meeting everyone and learning their names—except that you're providing the material. You get to name the family, as well as your favorite food and favorite "thing." Pick anything you want, or use the "Don't Care" options for an easy out.

WELCOME TO THE WORLD OF MOTHER 3

Welcome to the Nowhere Islands!

Our story takes place in Tazmily Village, a tiny town nestled among the Nowhere Islands. North of town, beyond the Sunshine Forest, a cozy log cabin sits high atop rocky Mt. Oriander.



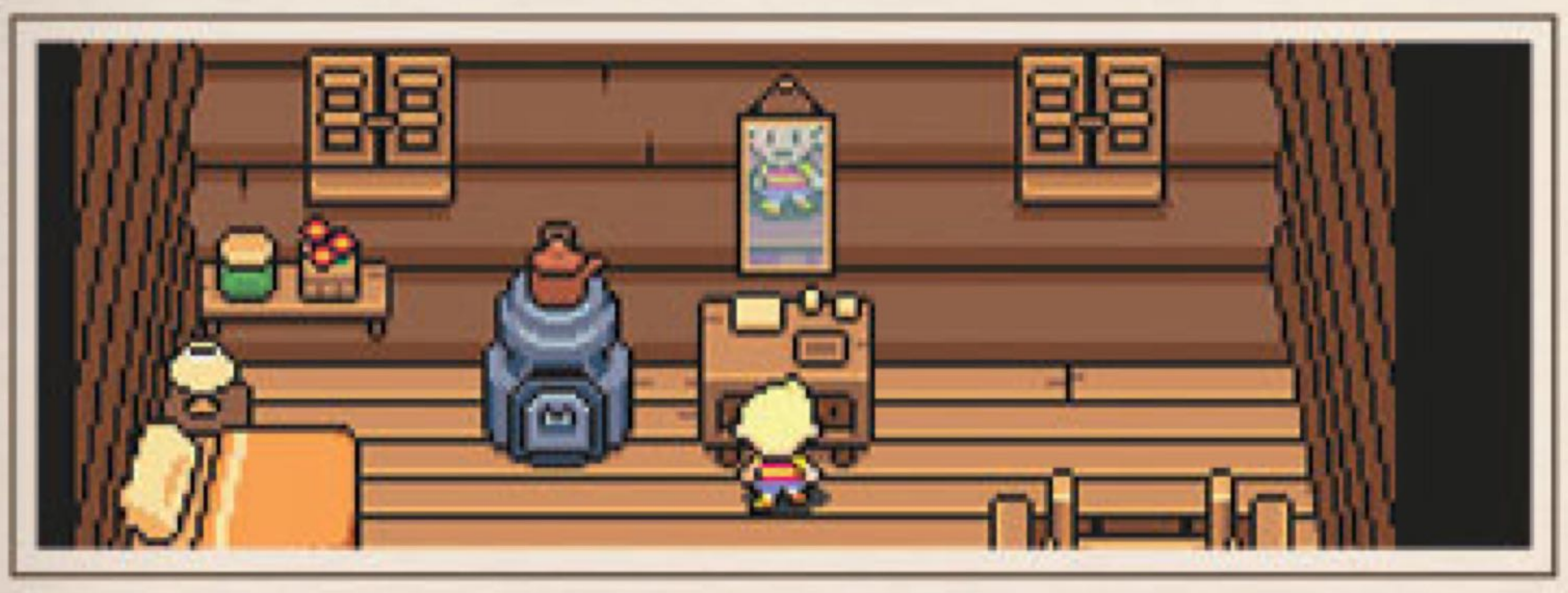
Tired Attire

Your brother, Claus, wakes you up from a peaceful slumber. Amble downstairs to see what's up, greeting your mother along the way. She stops you before you even go outside and scoots you upstairs to change out of your PJs.

HINAWA

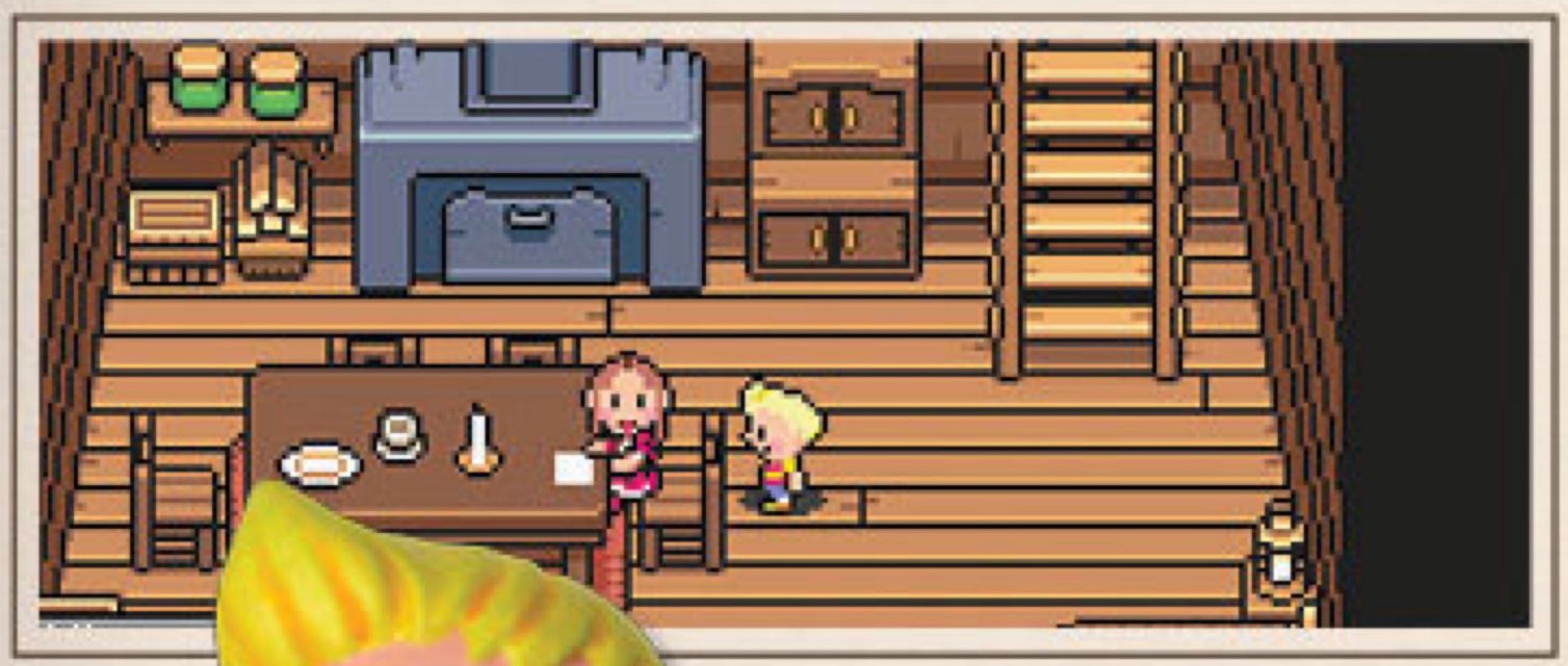
A gentle, protective mother.

The beautiful Hinawa nourishes her family with a lot of love and a little bit of home cooking. The twins keep her busy while her husband Flint tends the livestock back home.



LOOKIN' HANDSOME

A boy has to look his best for a play date with the Drago family. Change your clothes and check yourself out in the mirror before you leave.



STOP LOAFING AROUND

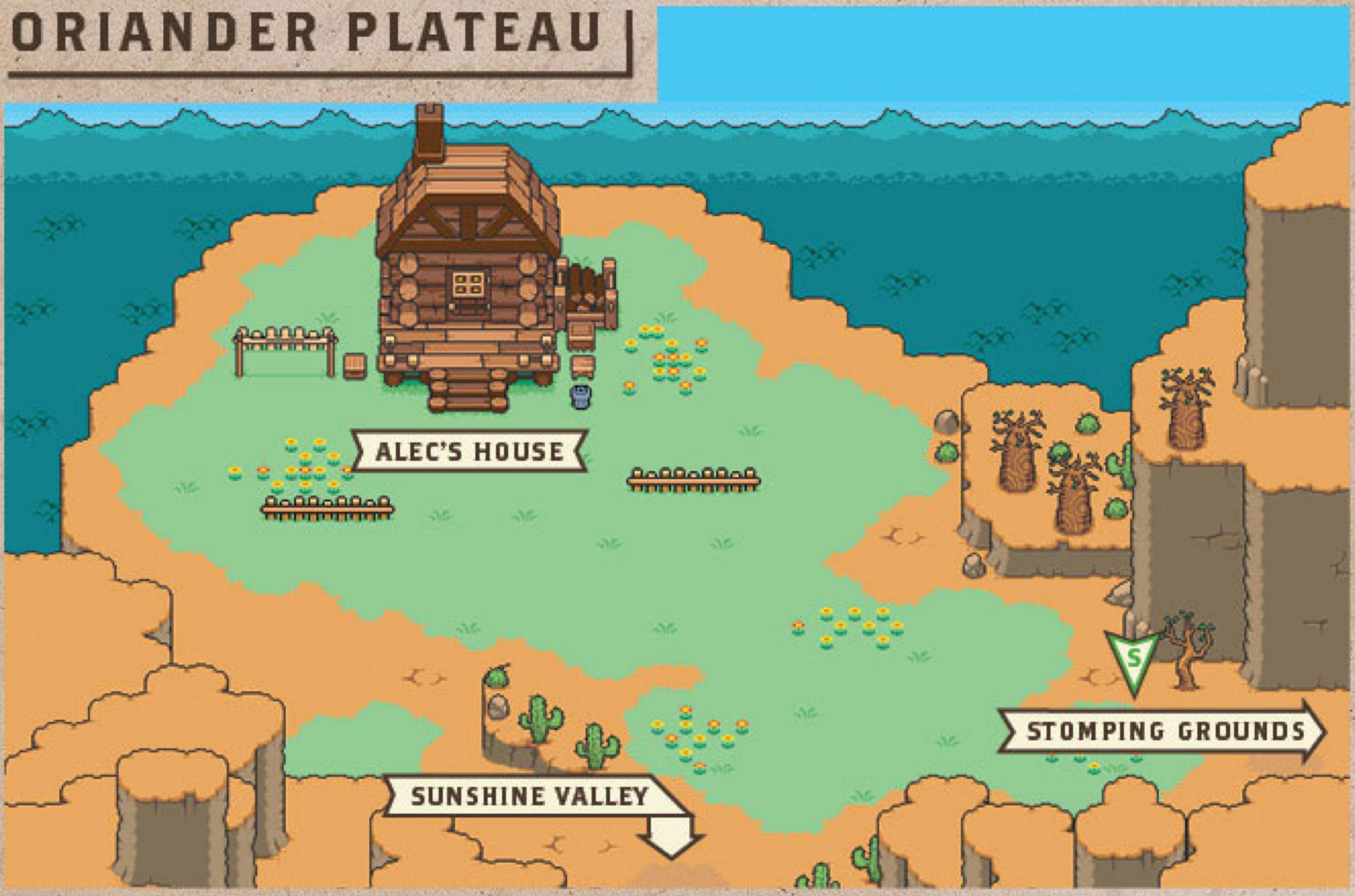
It's hard to get moving when you roll out of bed, but changing out of your pajamas has a way of waking you up—and enabling the B Button dash! Get a loaf of Nut Bread by dashing into Hinawa's chair in the kitchen.

LUCAS

A young mama's boy.

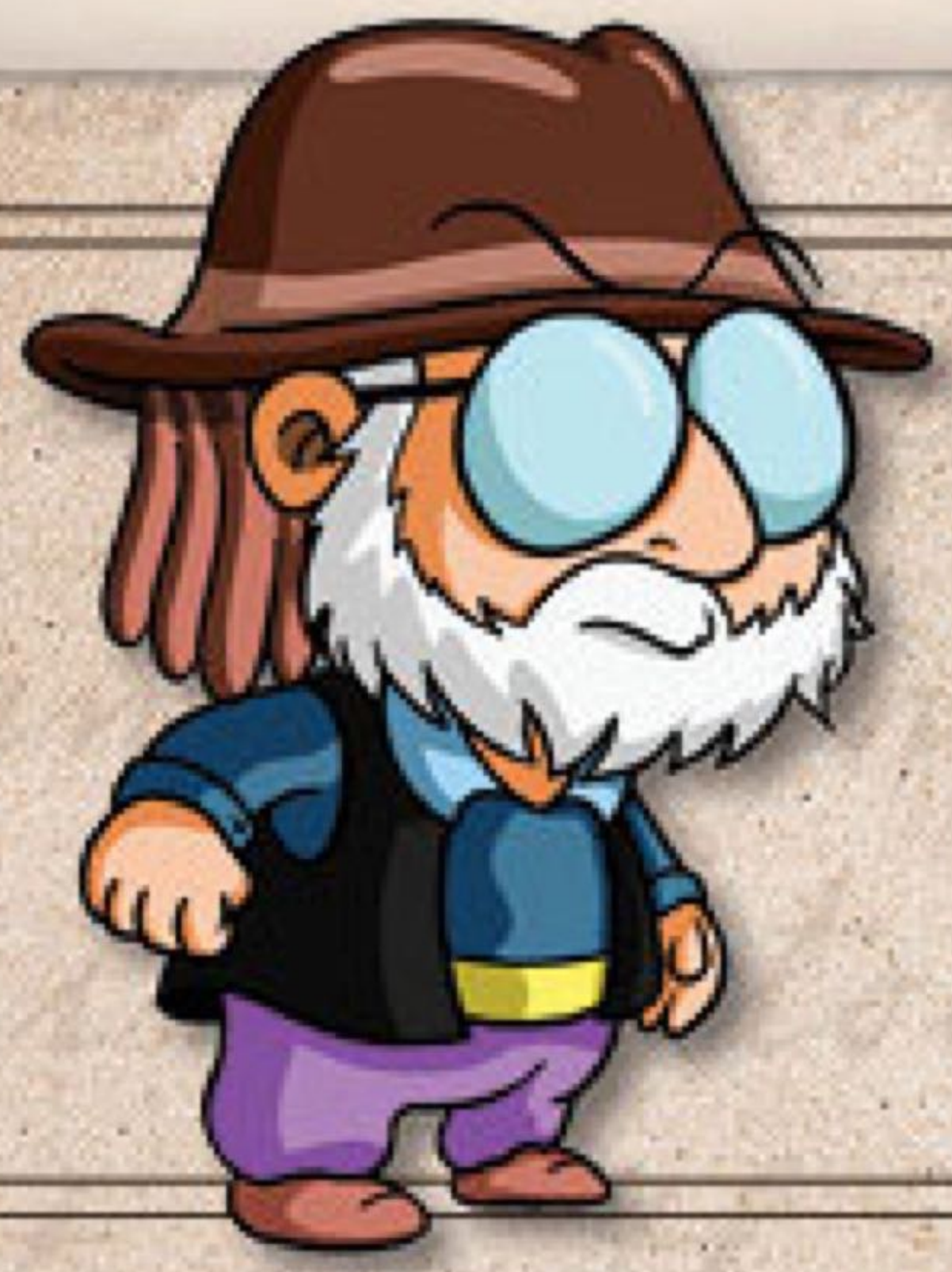
Lucas has earned a reputation for being a bit of a weakling, but his mother is confident he'll grow to be a strong young man. He should change out of his jammies first, though.

ORIANDER PLATEAU



A REGULAR DR. DOLITTLE

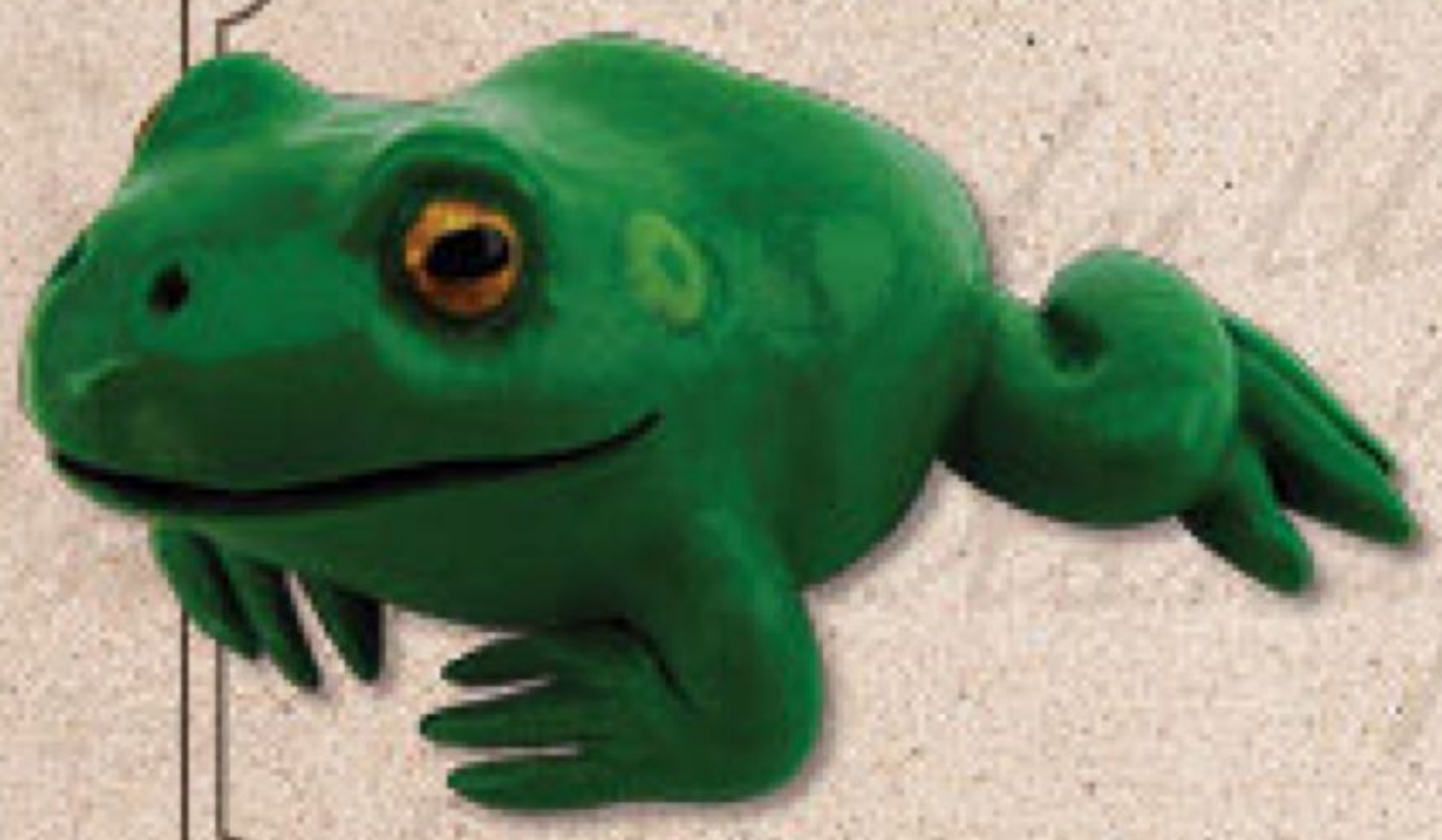
Throughout the game, you'll meet many animal friends. Don't be afraid to talk to them, too! Most animals will communicate in their own language, but translations are helpfully provided in parentheses.



ALEC

An ornery old jokester.

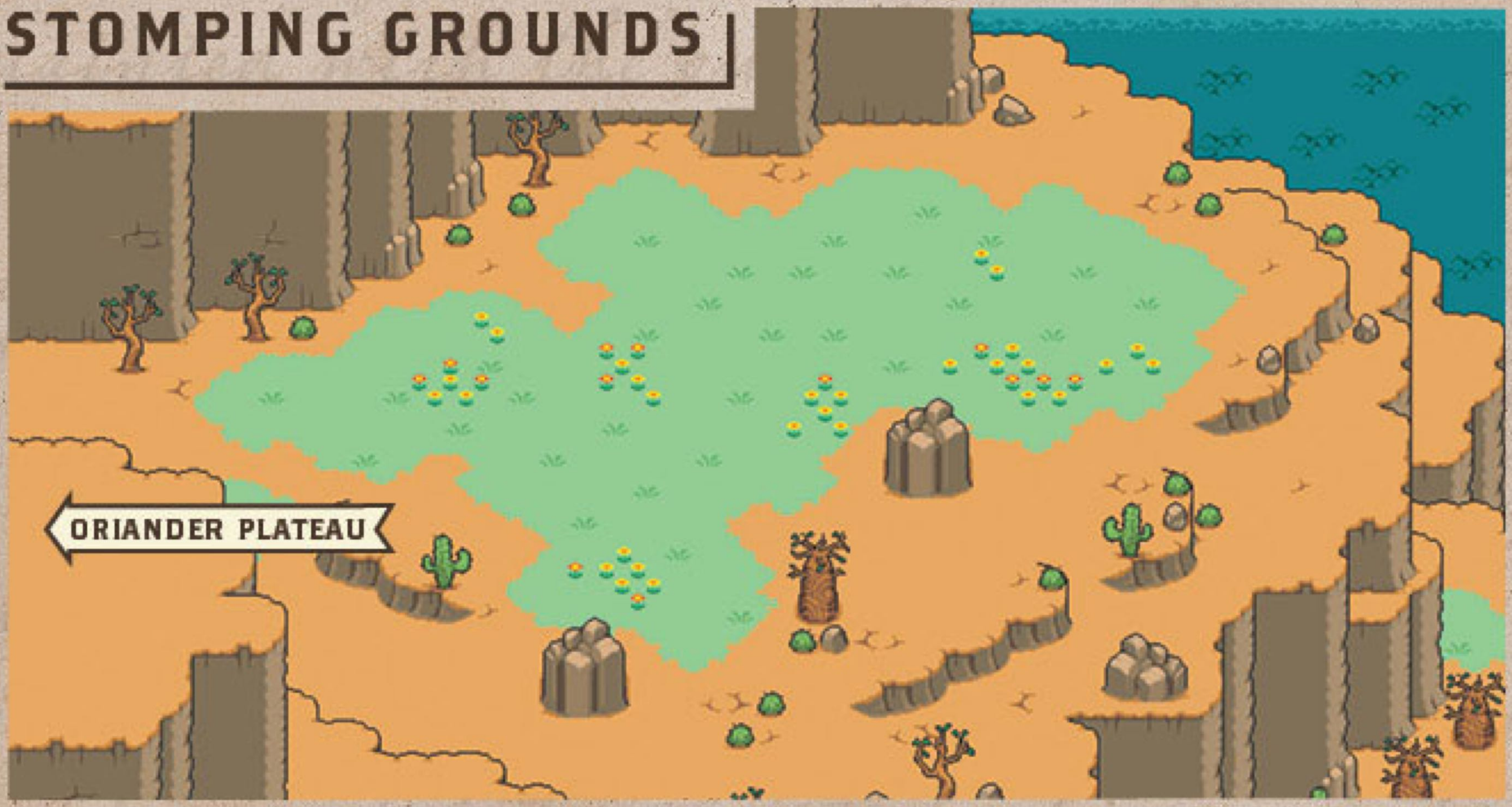
Hinawa's father is well-acquainted with the outskirts of the Nowhere Islands. His great sense of humor helps him to make the best out of any situation, a lesson he hopes to pass on to his grandsons.

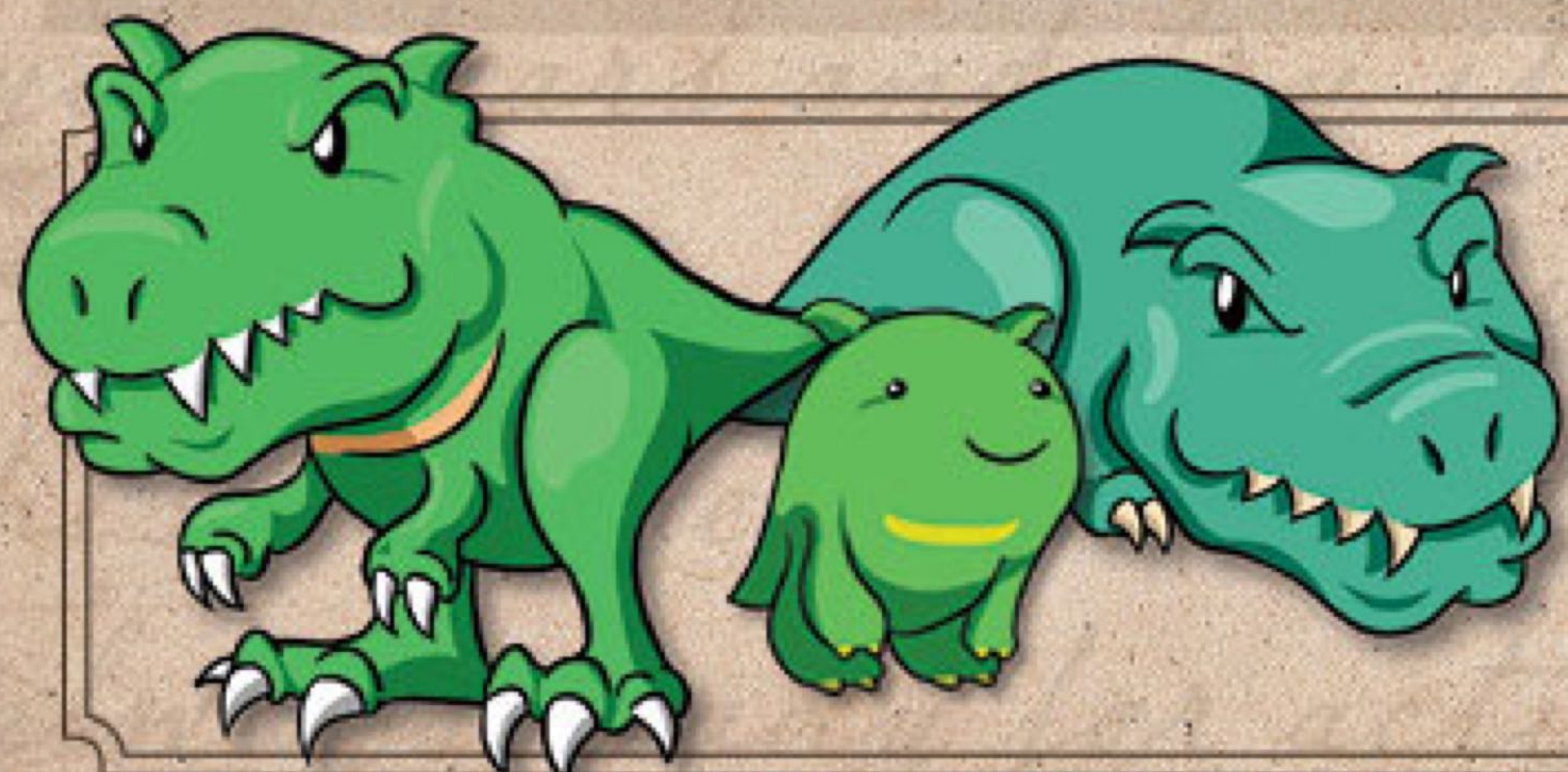


FROGS

These affectionate amphibians have excellent memories and great networking skills. They're always happy to listen to your tales and pass the stories on to other frogs, functioning as 'Save Points'.

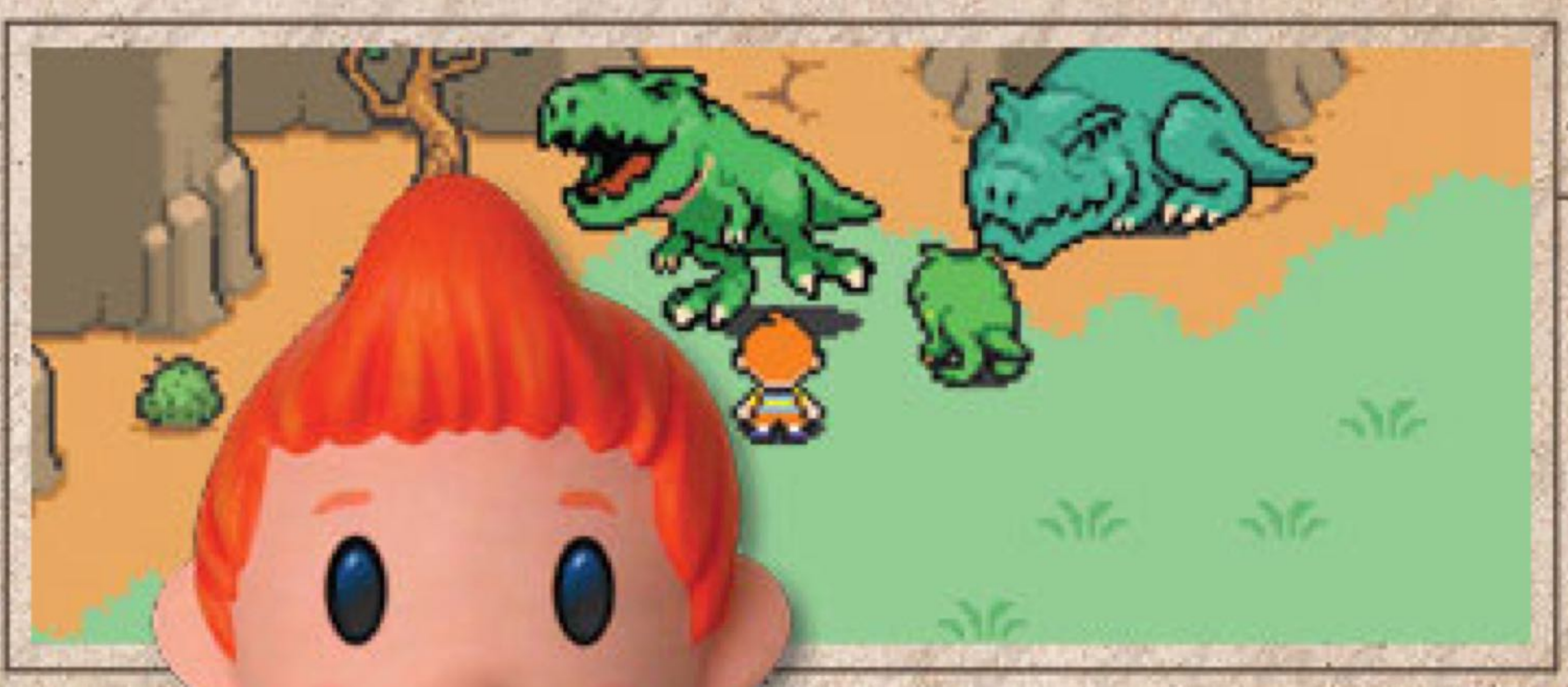
STOMPING GROUNDS





DRAGOS

Huge beasts with big hearts, these dinos are friendly and gentle, despite their appearances.



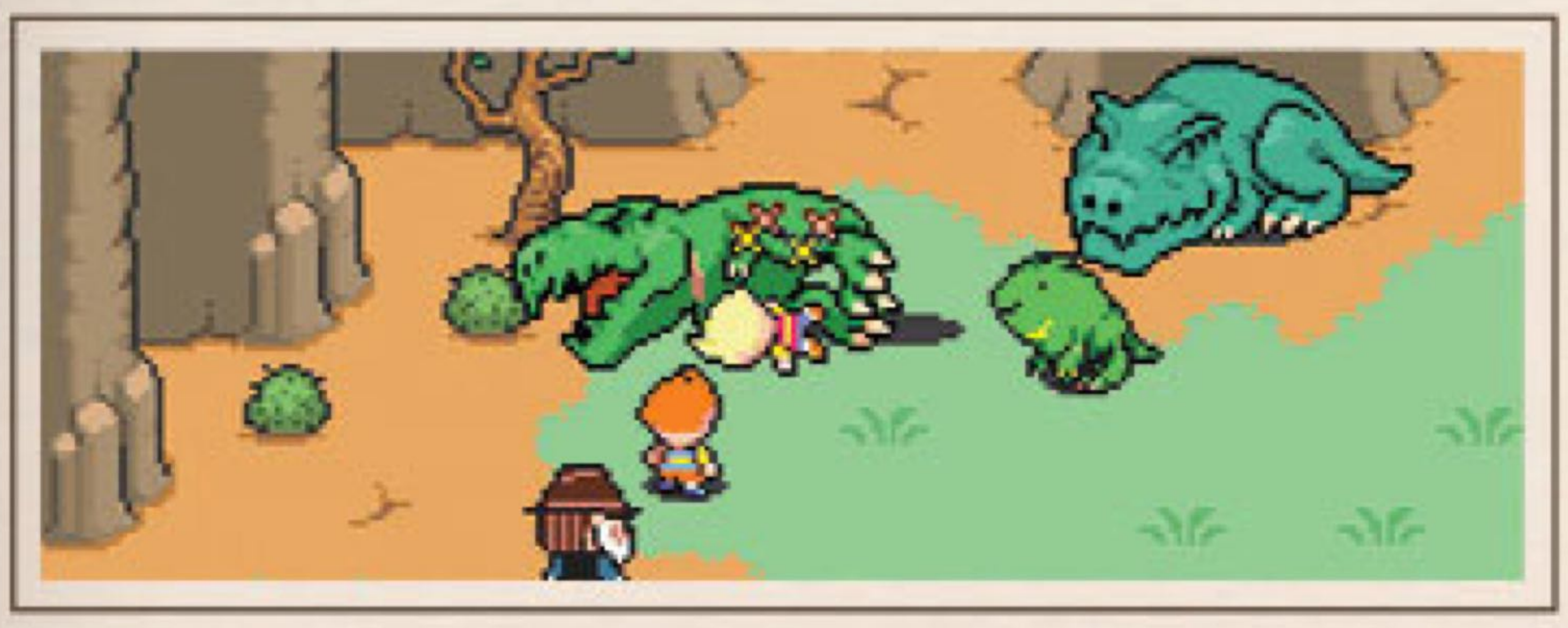
A Dashing Tutorial

Claus has been up all morning playing with a family of Dragos, gentle beasts who roam the mountainsides. Claus and Alec are happy to provide a quick lesson in dashing, so shed your fears and try it out for yourself!

CLAUS

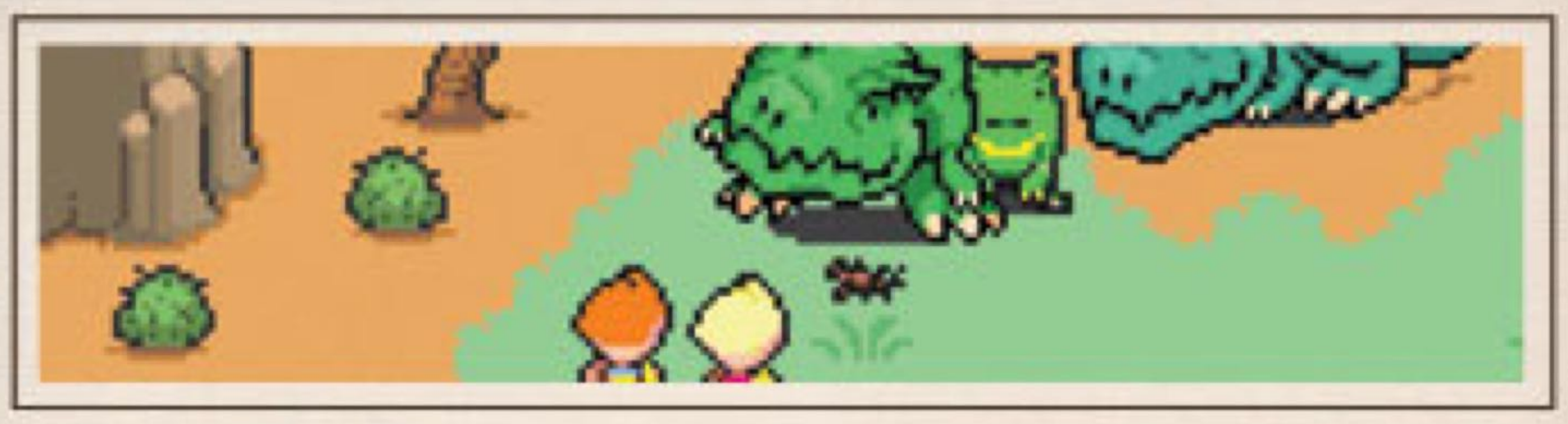
Lucas's rambunctious twin.

Unlike his brother, Claus is an ambitious go-getter, always ready for action. Even though he sometimes pokes fun at his brother's innocence, he'll always stand up for his family.



DASH-TARDLY DEEDS

After you learn your new colliding skill, why not test it on other things? Those other Dragos look like good targets. Now's your chance to get back at Claus for his jokes earlier.

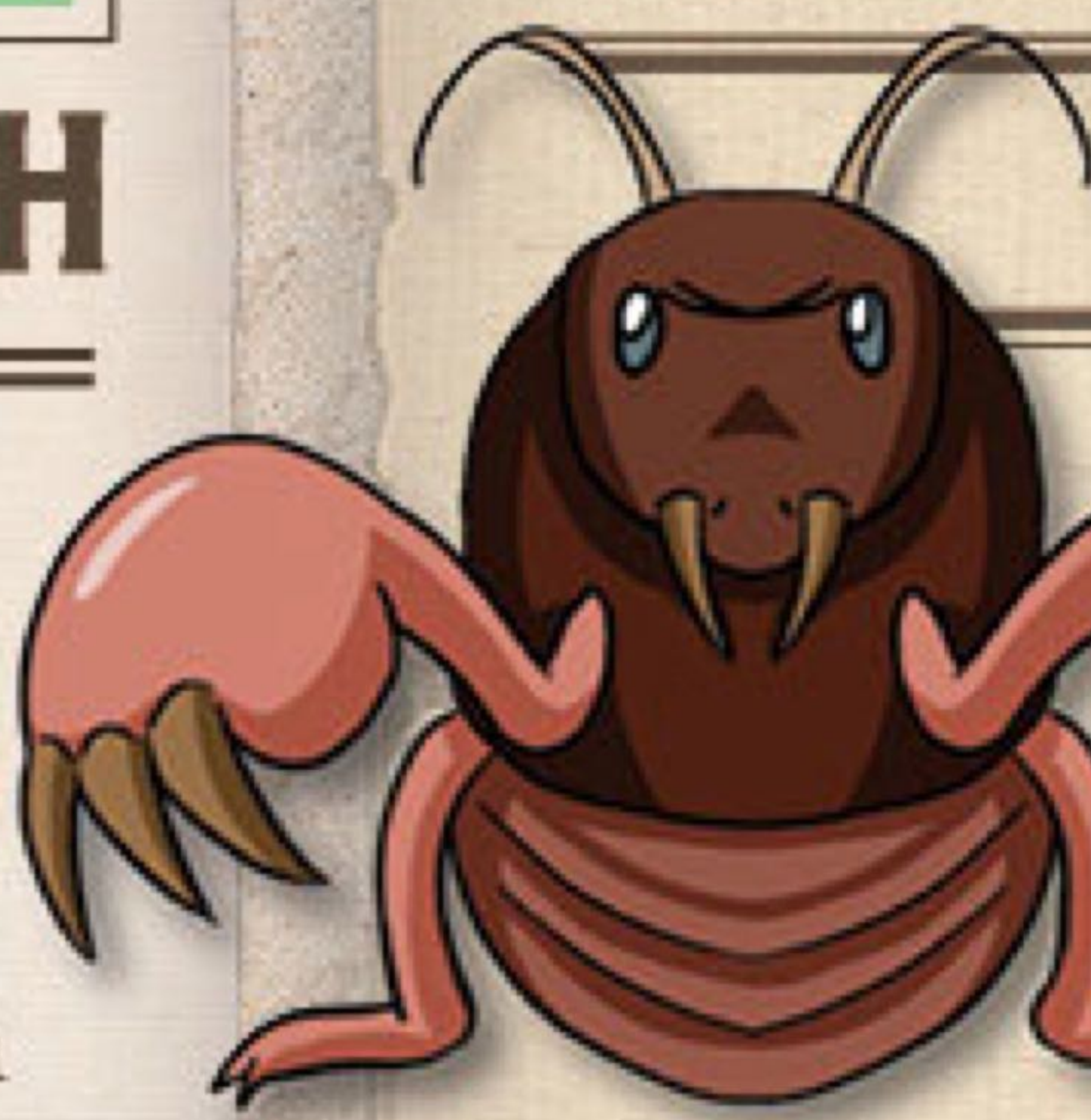


A SPARRING MATCH

Talk with Claus after you've had a chance to perfect your skills—you'll be interrupted by a pompous mole cricket who claims to be a passionate and determined fighter. If you lose, fear not. The mole cricket may not be a gracious winner, but at least he'll give you credit for your guts.

MINI-BOSS

MOLE CRICKET

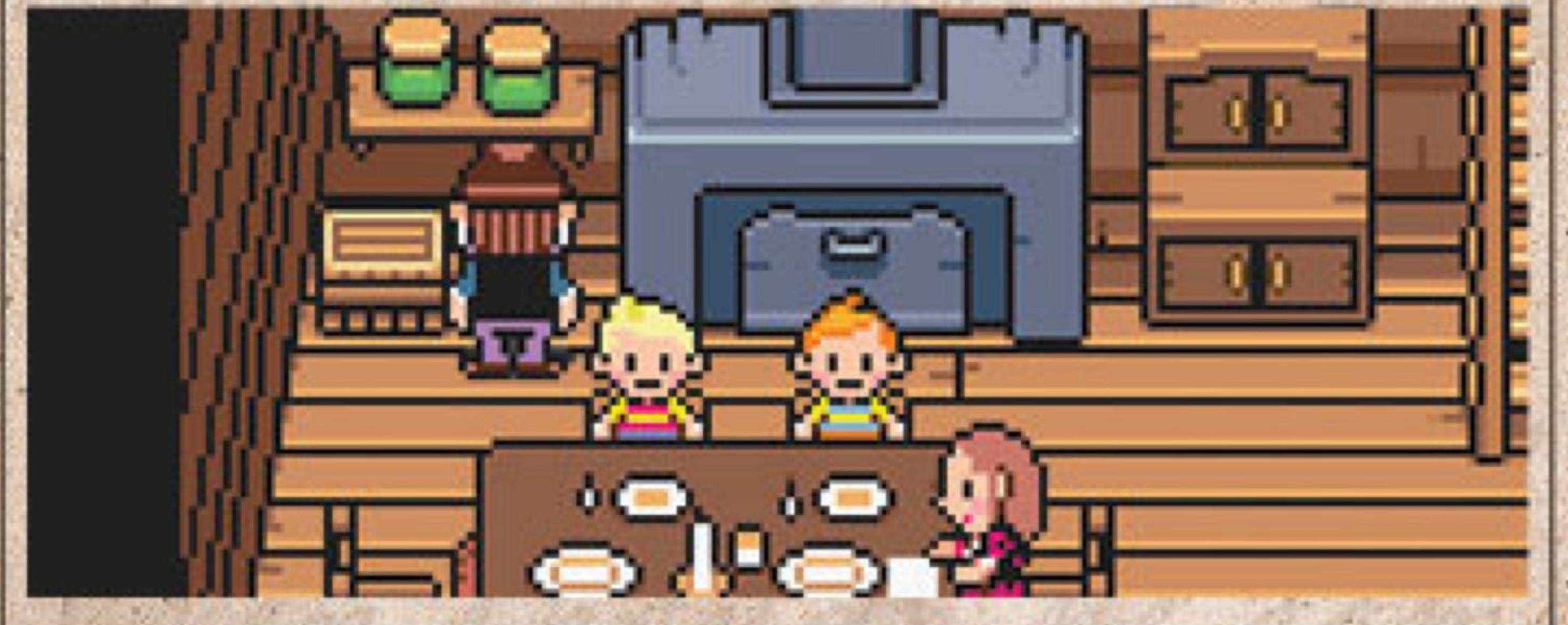


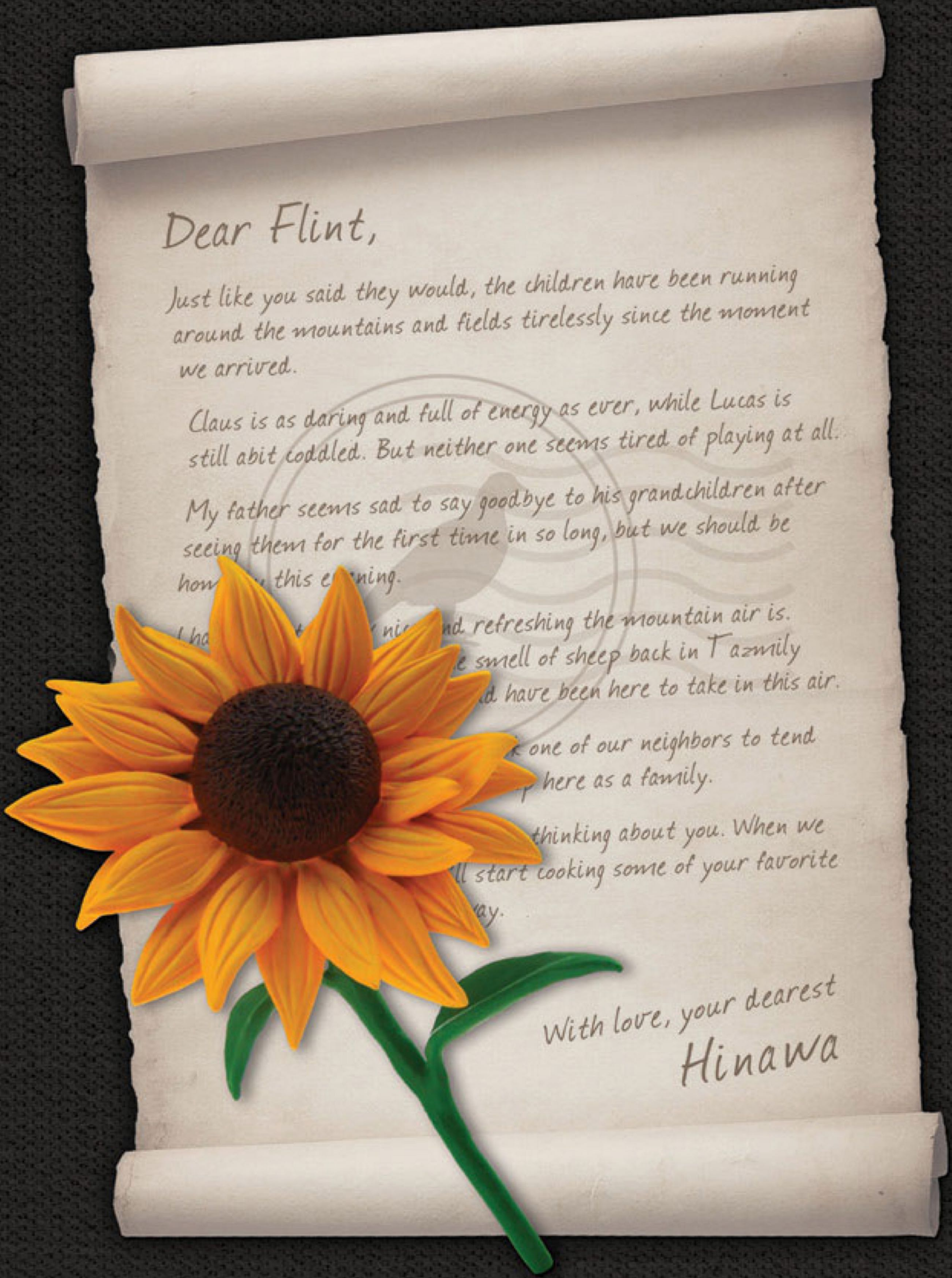
He may talk tough, but even against a couple of kids this insect does not stand much of a chance. It's your first battle, so take it slow and keep it simple!

HP: 45 | PP:0 | OFF: 10 | DEF: 3 | EXP: 2

Crunch for Lunch

Hinawa rounds up the boys for a family lunch, inadvertently heaping injury upon the mole cricket's insult -- he won't soon forget this defeat! As Hinawa and Alec discuss the return trip, Alec gives Lucas a little good-natured teasing.





Dear Flint,

Just like you said they would, the children have been running around the mountains and fields tirelessly since the moment we arrived.

Claus is as daring and full of energy as ever, while Lucas is still abit coddled. But neither one seems tired of playing at all.

My father seems sad to say goodbye to his grandchildren after seeing them for the first time in so long, but we should be hom[illegible] this e[illegible]ning.

I ha[illegible] ni[illegible]nd refreshing the mountain air is. [illegible]e smell of sheep back in Tazmily [illegible]d have been here to take in this air.

[illegible]k one of our neighbors to tend [illegible]p here as a family.

[illegible] thinking about you. When we [illegible]ll start cooking some of your favorite [illegible]ay.

With love, your dearest
Hinawa

CHAPTER

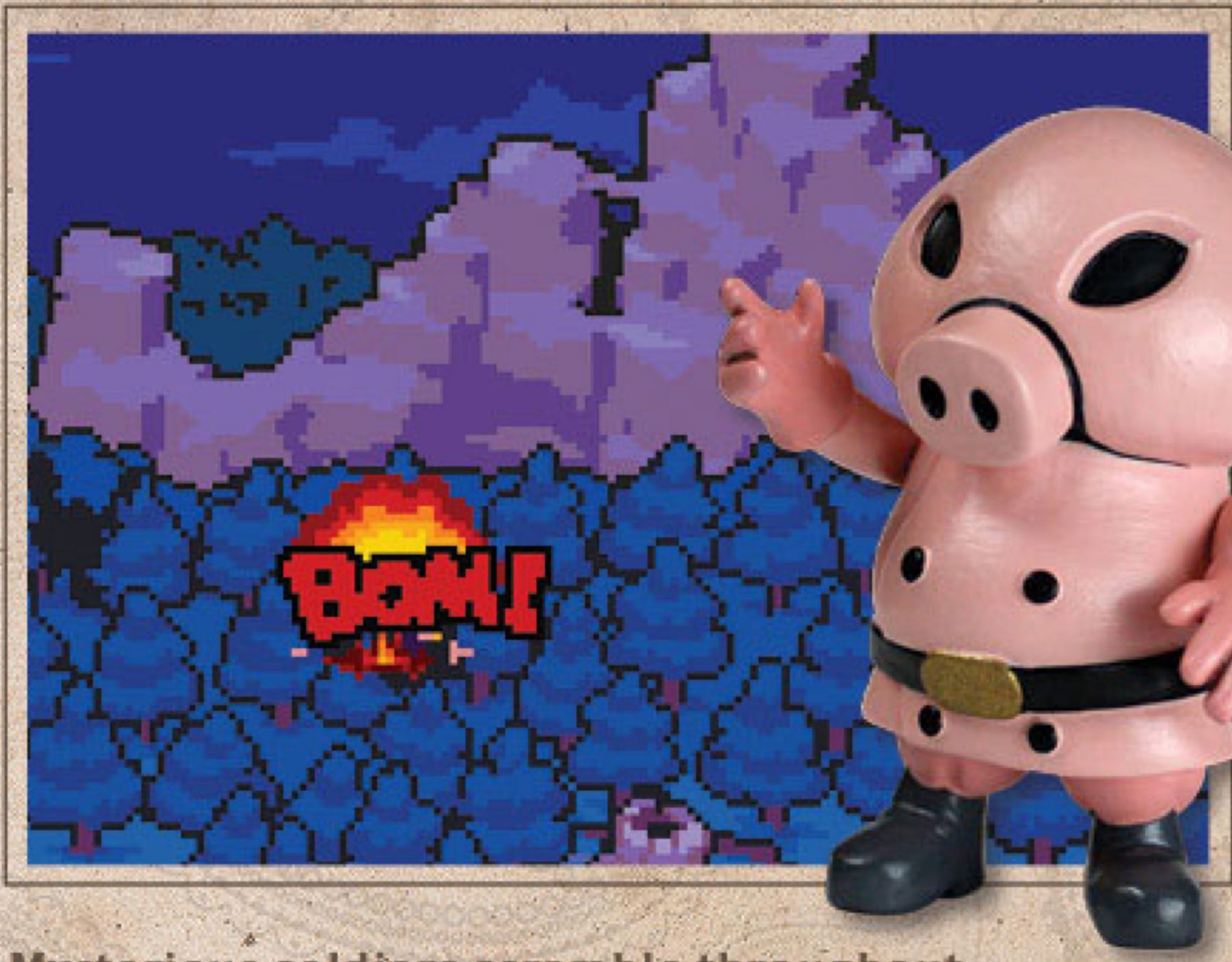
№1

The Night of the Funeral

CHAPTER №1

PART №1

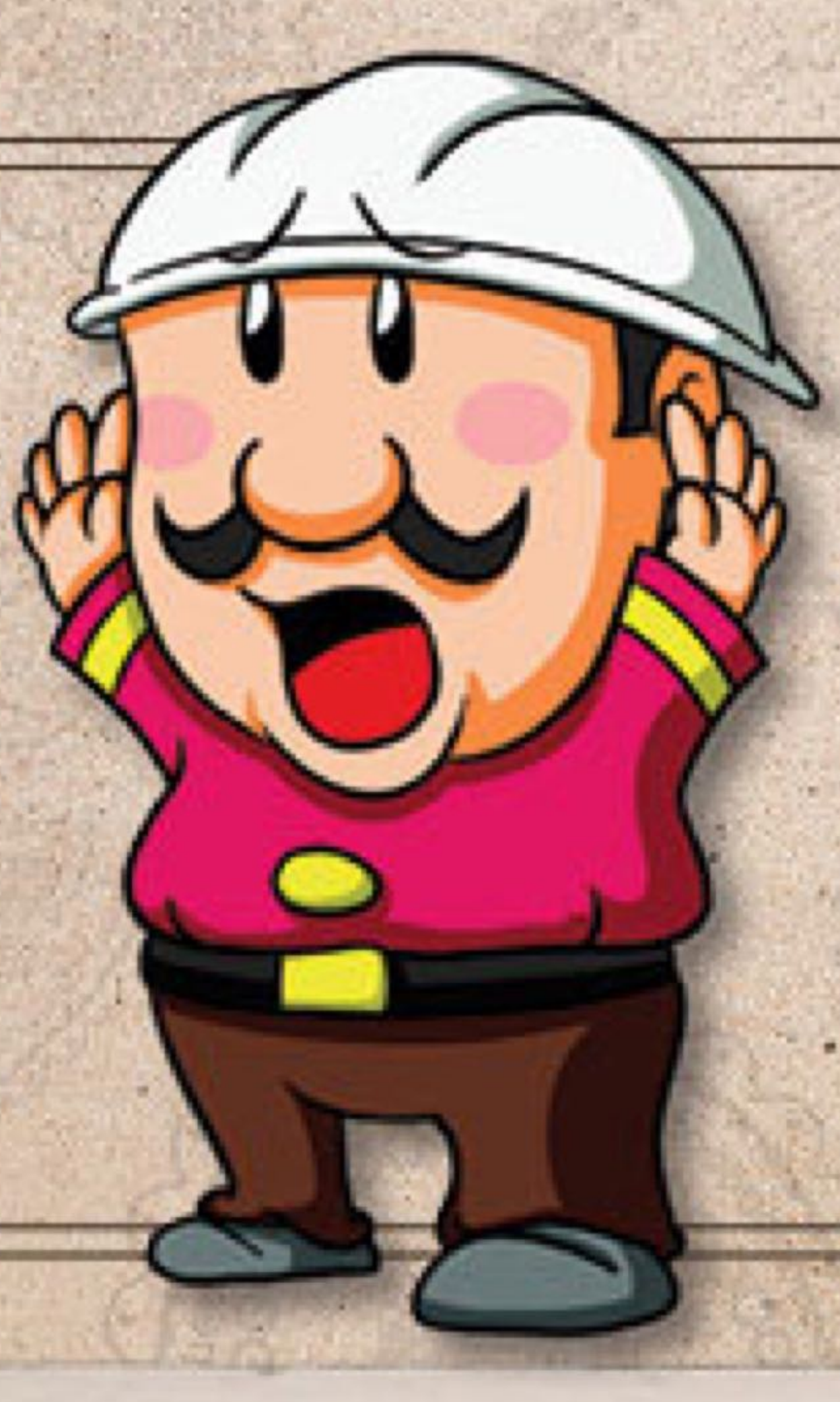
FOREST ON FIRE



Mysterious soldiers scramble throughout Tazmily's Sunshine Forest, terrorizing the wildlife and leaving fiery explosions in their wake.

Rounding up the Troops

With the unfolding destruction in the forest, Tazmily's one-man panic brigade dons his firefighter hat and springs into action. Thomas battles valiantly with an insidious doorknob and eventually succeeds in convincing Flint to join him on his quest. Lighter has a shack deep in the woods where the black smoke is already billowing. There's no time to waste!



THOMAS

Tazmily's excitable but goodhearted watchman.

"Bad times like this call for reckless nice guys like you!" Panicked and worrisome, Thomas is prepared to sound the alarm and rally the troops in response to any situation. Unfortunately, that's about the extent of his usefulness; he's too preoccupied with the latest emergency to offer any assistance during battles.

LEGEND OF THE DOORKNOB

From time to time there comes a tale so compelling, so real, and so fraught with danger that it is transformed from a simple story into a legend.

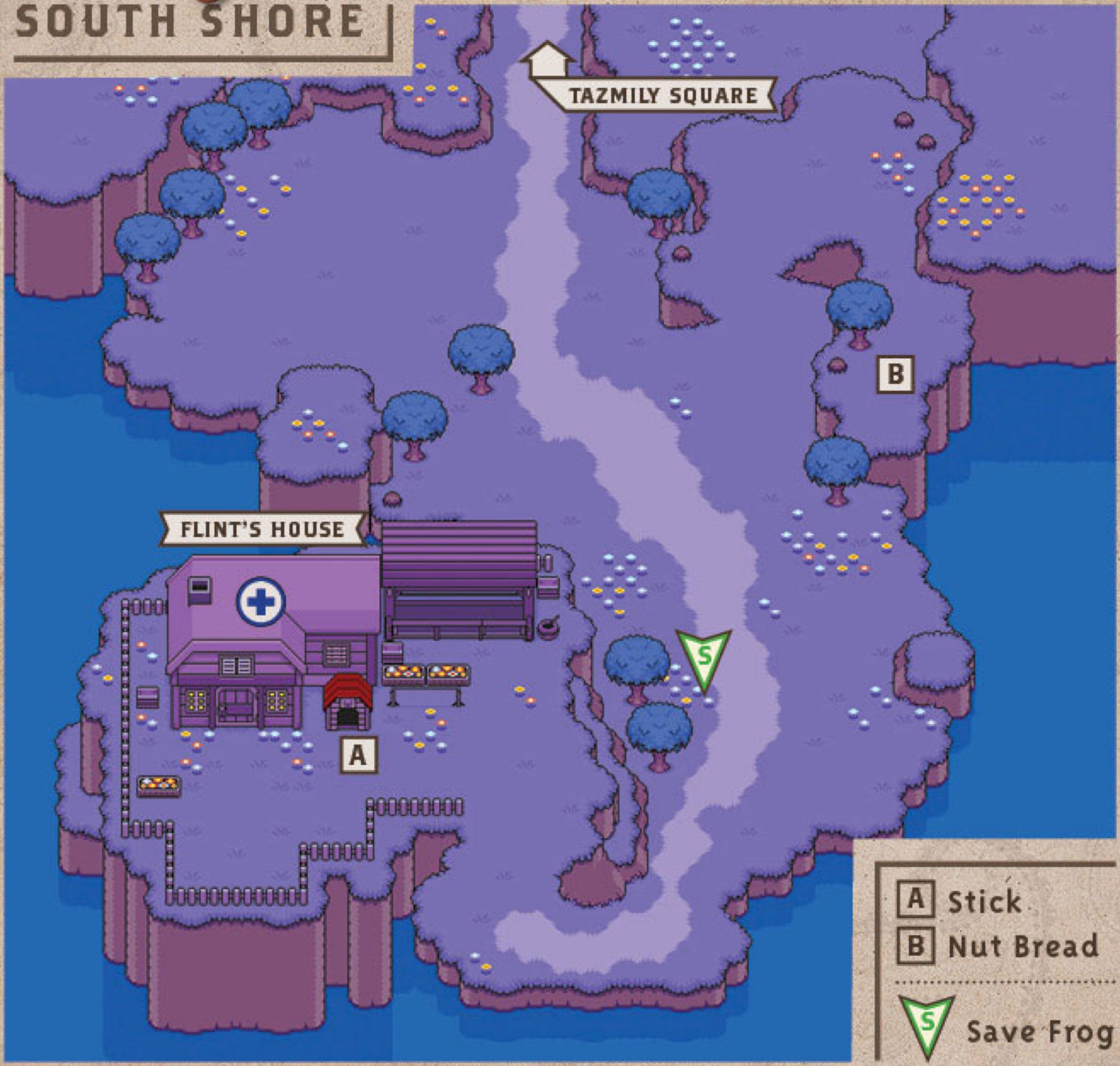
The time for that legend has come.

FLINT

A strong, kind, and dependable father.

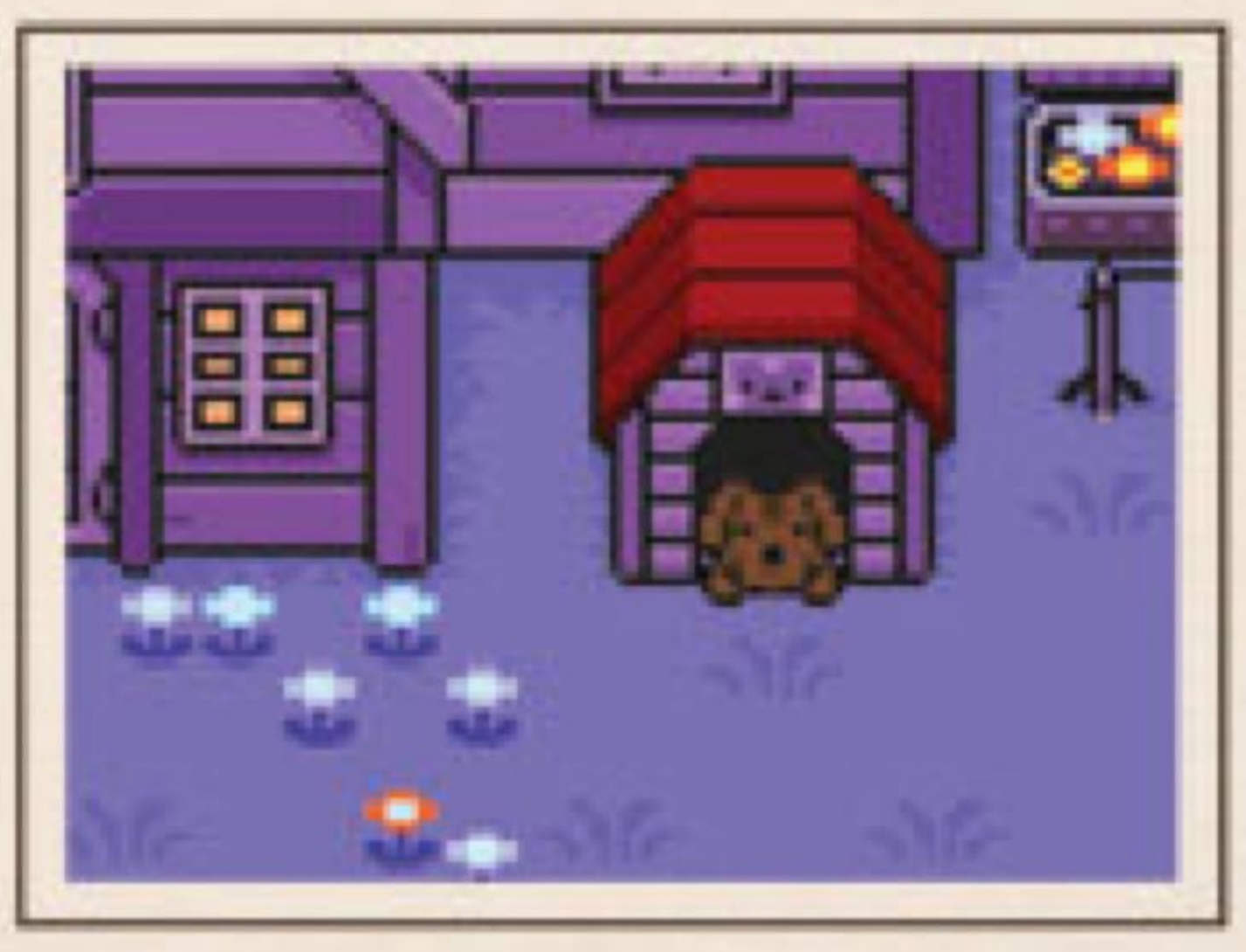
Father of young twins and husband to the lovely Hinawa, Flint is a quiet and reliable family man. His obligations as a shepherd keep him busy.

SOUTH SHORE

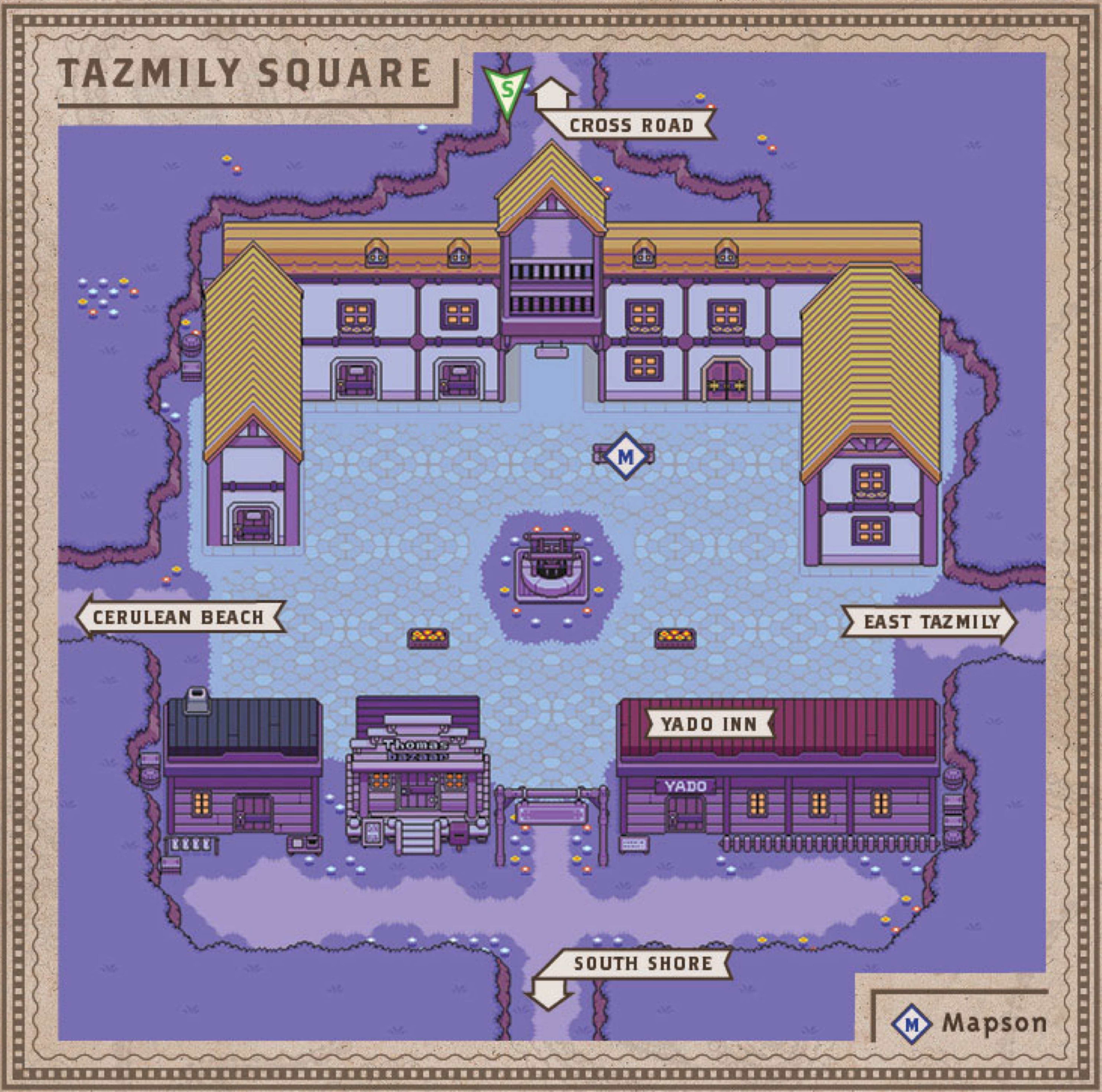

TAZMILY SQUARE
FLINT'S HOUSE
A
B
S
A Stick
B Nut Bread
S Save Frog

GIVE HIM THE STICK!

Before you dash off to save Lighter, talk to your faithful companion Boney. He's hiding a simple Stick you'll be able to equip for a slightly more powerful attack.

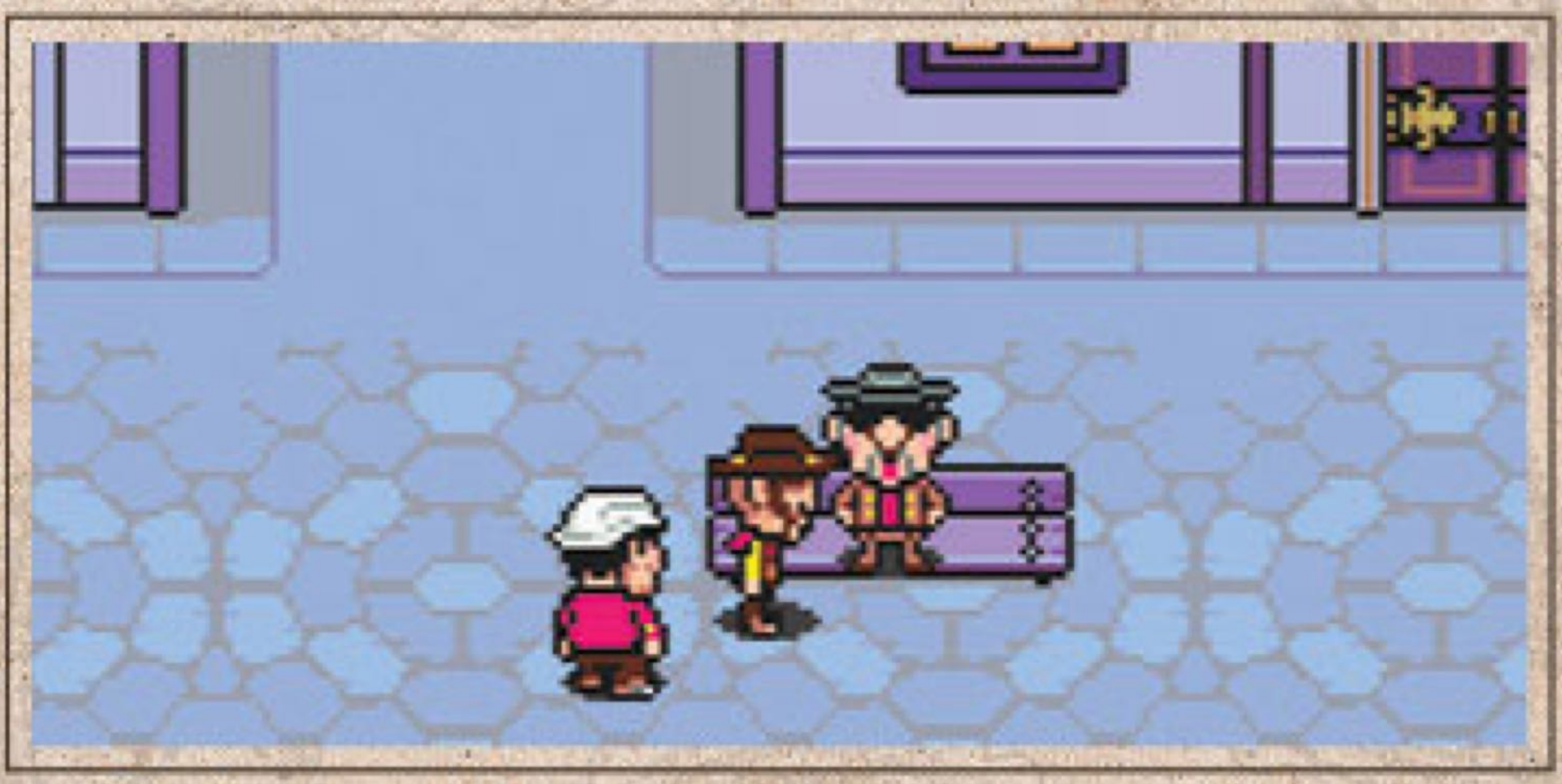


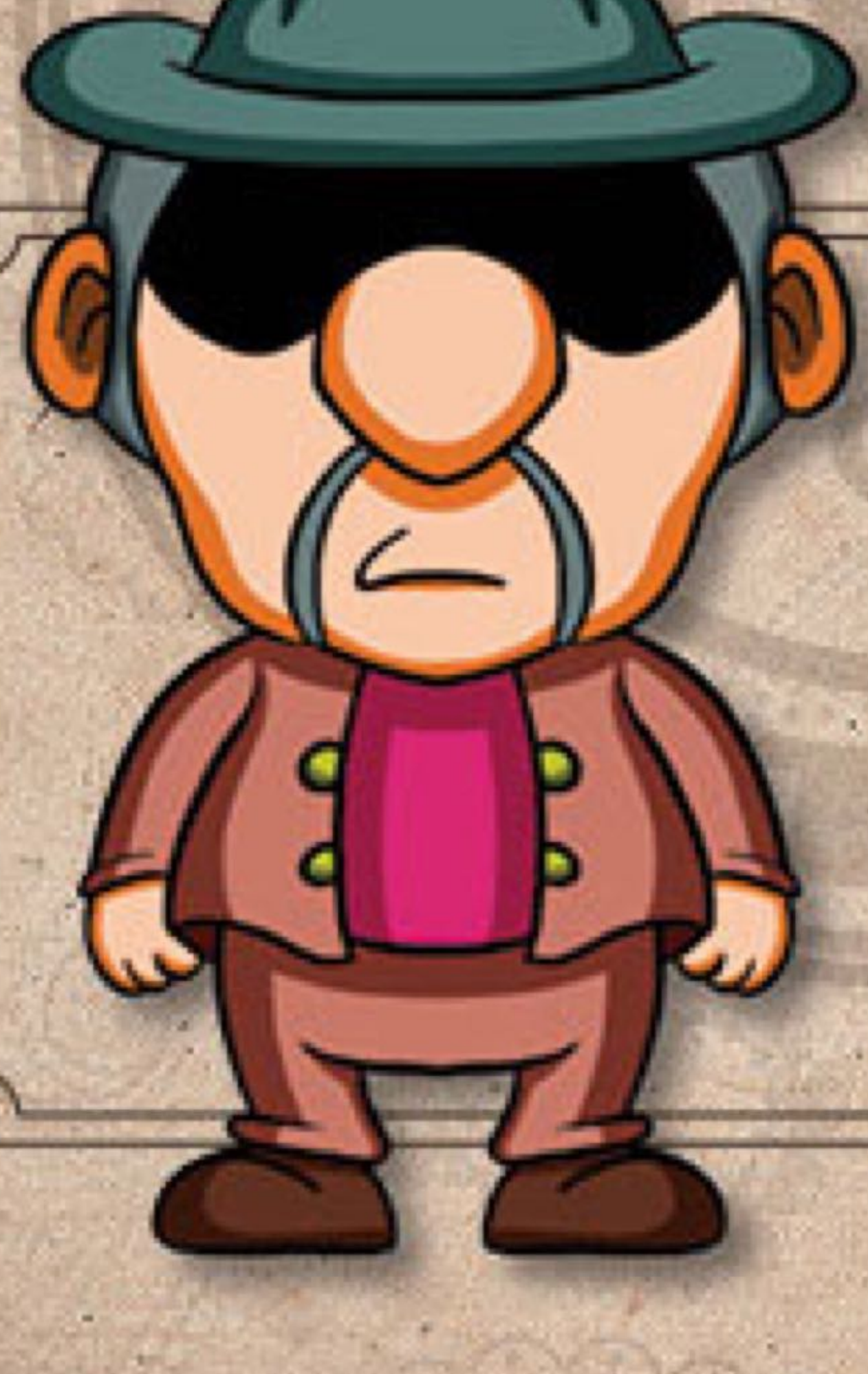
STICK
Offense +2


TAZMILY SQUARE
S
CROSS ROAD
M
CERULEAN BEACH
EAST TAZMILY
YADO INN
Thomas Bazaar
YADO
SOUTH SHORE
M Mapson

Mapfather

On your way to the Sunshine Forest, you'll want to stop to speak with Mapson, who circles the location of Lighter's shack. Press the 'R' button to pull up the map at any time.





MAPSON

The aptly-named cartographer.

"If you need something from map-owning and map-loving Mapson, it must be a map, yes?" True to his name, Mapson is a valuable source of information. Whenever you're not sure where to go, ask for a map and he'll make a few quick notes to keep you on the right track.

Follow the Leder

The constant, familiar clanging of Leder's bell fills the air with a strange mixture of calm and alarm. Stop to see if you can get any useful information out of ol' Beanstalk, the stoic.

LEDER

The tallest man in town as well as the quietest.

JACKIE

An innkeeper and self-conscious coward.

JONEL

A superstitious and slightly selfish older fellow.

ED

A smart and helpful townie with a sense of style.

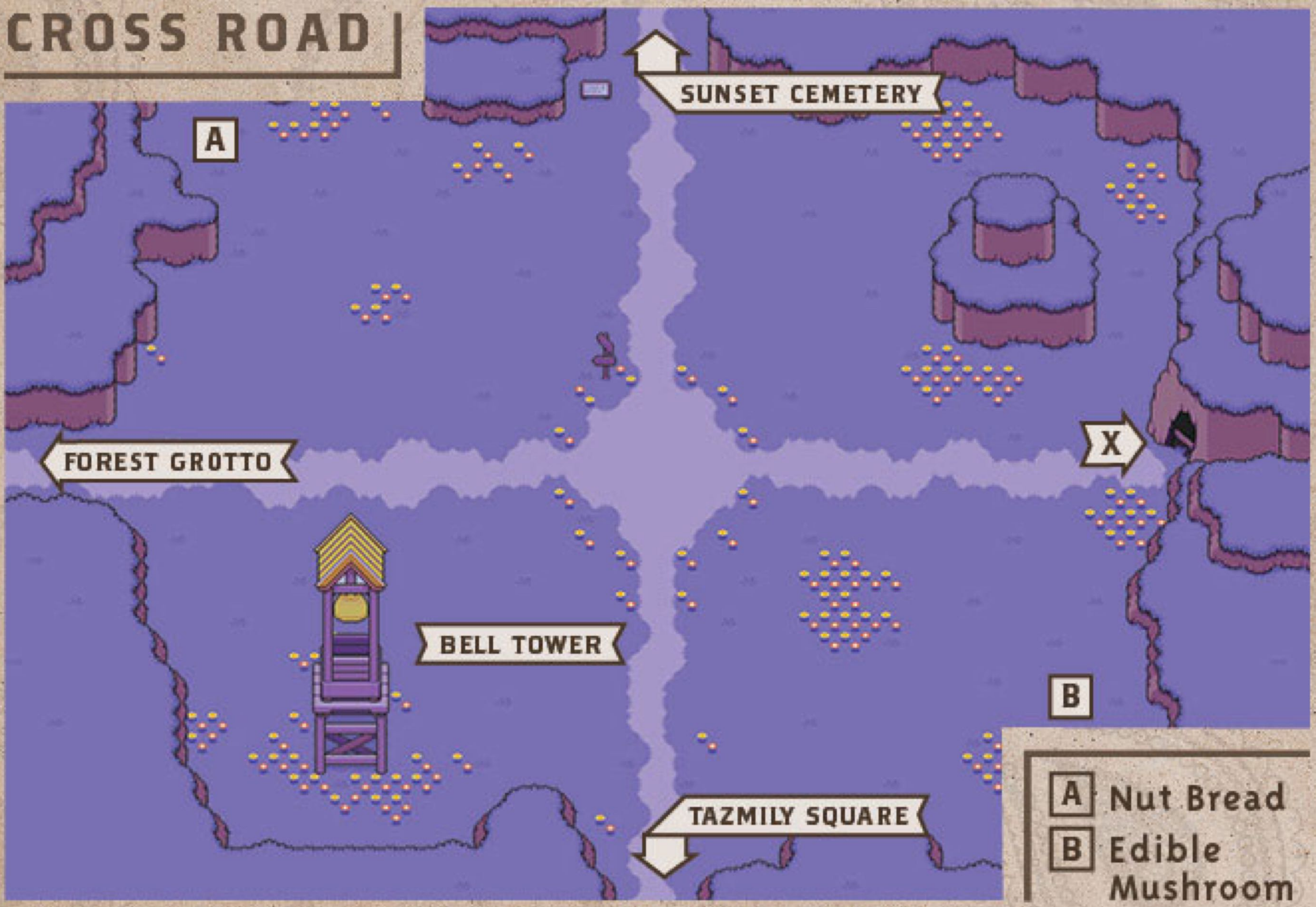
BUTCH

A chubby and somewhat oblivious young man.

OLLIE

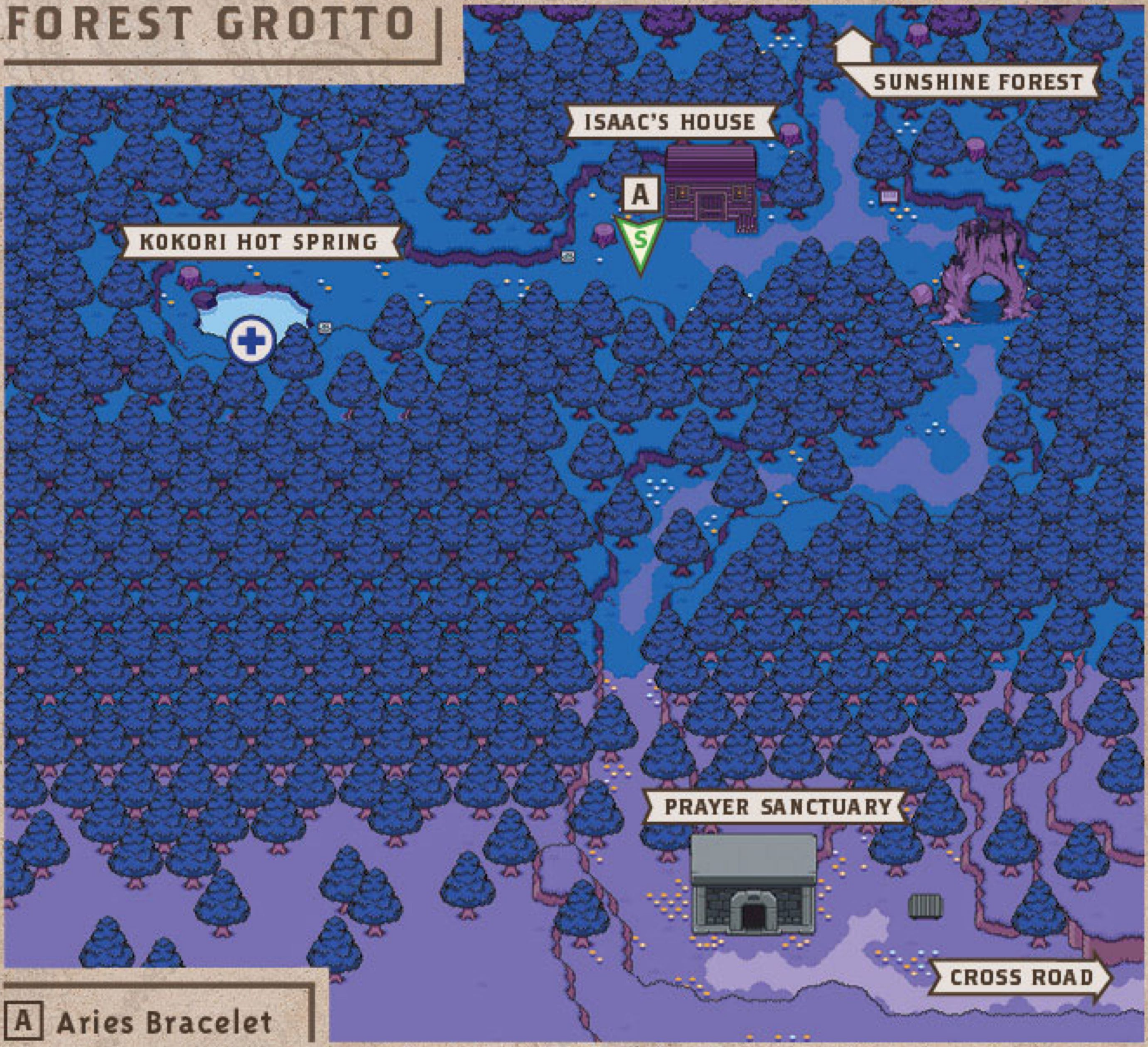
A helpful guy who is always in the wrong place.

CROSS ROAD



A
SUNSET CEMETERY
FOREST GROTTO
X
BELL TOWER
B
TAZMILY SQUARE
A Nut Bread
B Edible Mushroom

FOREST GROTTO


SUNSHINE FOREST
ISAAC'S HOUSE
A
S
KOKORI HOT SPRING
PRAYER SANCTUARY
CROSS ROAD

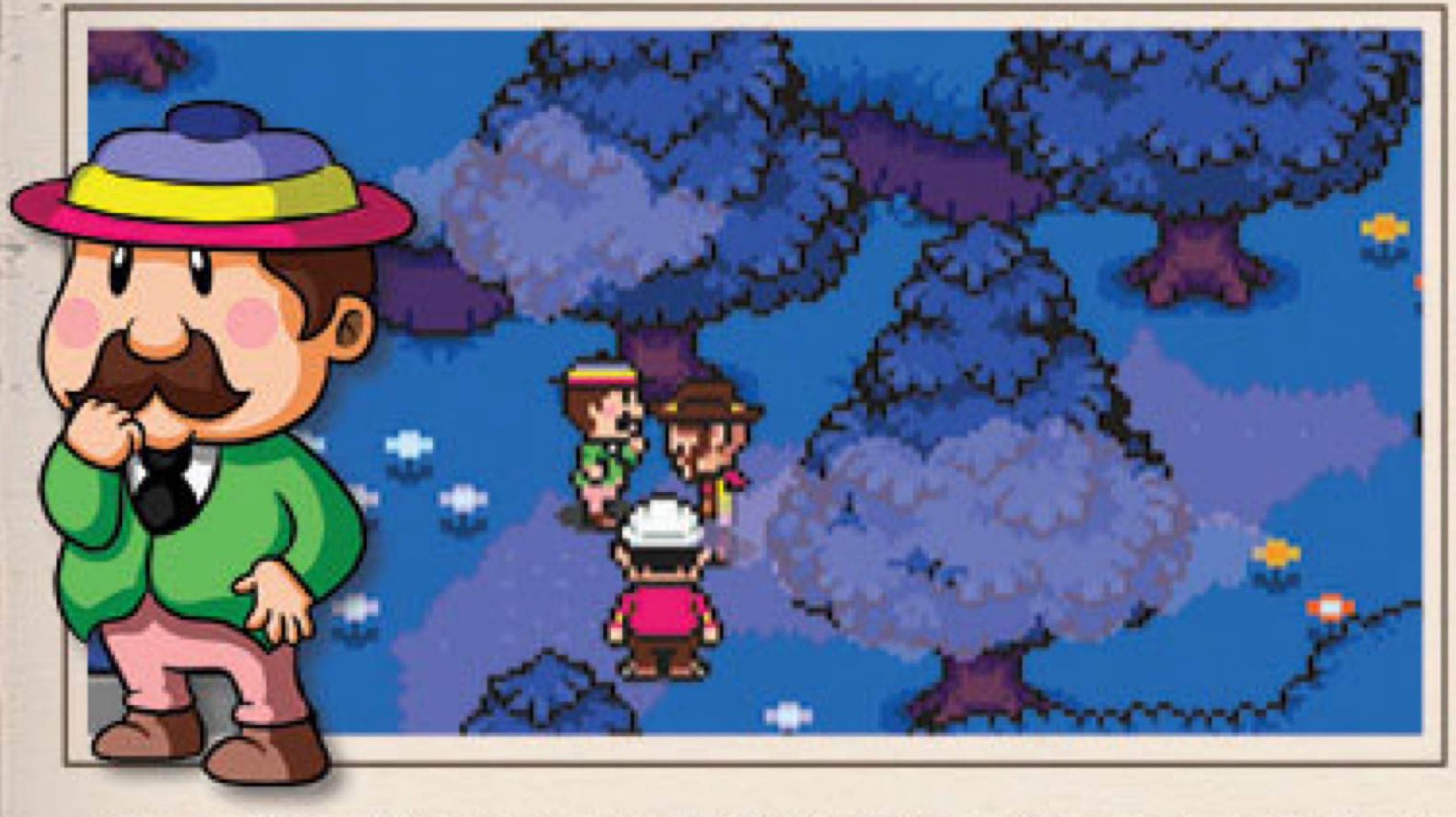
A Aries Bracelet

Sweet Hour of Prayer

As you approach the forest, you'll want to stop momentarily to offer a quick prayer in the sanctuary next to Jonel. With that out of the way, Ed ushers you into the forest.

A FOREST SANCTUARY

The Prayer Sanctuary is a mysterious place which demands quiet reverence. That is, until the sanctuary busts through the fourth wall and demands to know your name, at which point you better speak up. That's right, you! The one playing the game!



All-natural (plus some) is better for you... right?

MIKE'S HOME-MADE CREEPY COOKIES

On your way into the forest you'll come across Mike, who offers you some cookies. Beggars can't be choosers, so take him up on the offer and don't be shy about asking for seconds and thirds. When your life is on the line, even slightly unclean cookies are better than nothing!

Smoke Inhalation

On your way into the blaze you'll come across Bronson, who has inhaled too much smoke. He confirms that Lighter and Fuel are still unaccounted for, ordering you to go on ahead without him. Smoke thick enough to put an ironworker out of commission!

BRONSON

An ironworker and take-charge kinda guy.

MATT

An unassuming local guy with gigantic hair.

HOT SPRINGS OF NOWHERE

The beautiful Kokori Hot Springs of Nowhere Island are renowned across all 3 square miles of this fine country! A short dip restores your health.

RESTORING!

- ☛ **HP & PP!**
- ☛ **ALL-HEALING!**
- ☛ **PLAY HOST TO STRANGERS!**

No need to rush - 5 seconds rejuvenates!

Chilling at the Hot Spring

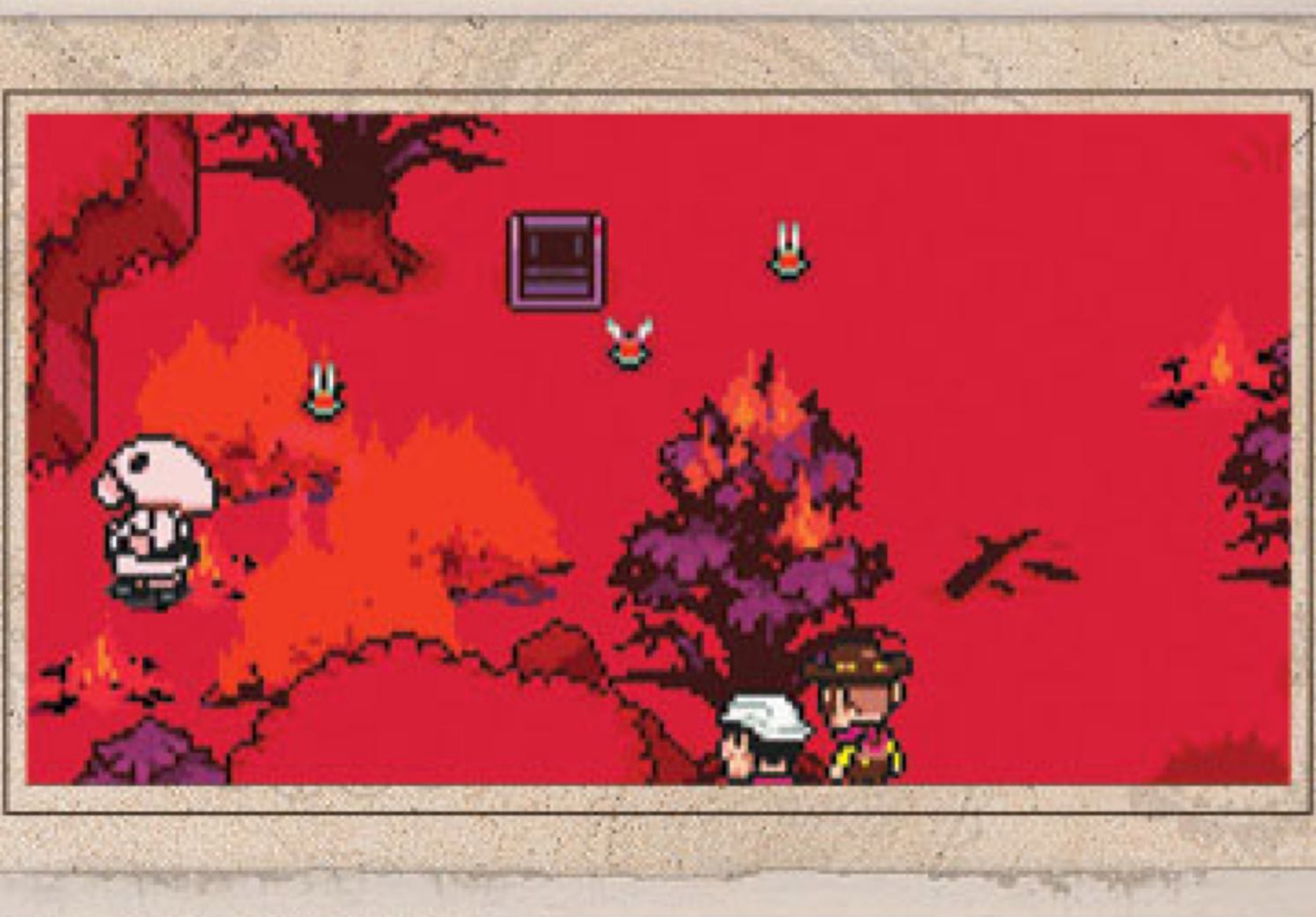
Lighter's shack isn't too far away, but you might get worn down by the fire and enemies. Chow down on some of your food or, if you're running low, head back to the hot spring to get your health back up.

BEWARE! OF THE FIRES

As you pick your way through the forest, proceed with caution. There are fires burning everywhere, and it's HOT –you'll take 1 HP damage each time you get too close!

Through the Flames

The forest is ablaze, and on your way to Lighter's shack you catch a glimpse of a strange character loosing a trio of mean-looking bugs from an iron box. What's going on here? What kind of bug needs to be kept in an iron box...?



A GUIDE TO BRAWN & TECHNIQUES

FIGHTING STYLE

FLINT is a solid fighter whose greatest strength is his powerful melee attack. Regrettably he is a bit slow, so he'll sometimes be the last to attack. His wide variety of special battle moves makes up for this deficit, so use them wisely!

Get the Facts

- Sticks and boards compose most of Flint's arsenal.
- Flint really likes cheese, so hang on to the snack for a quick recharge.
- Flint's battle instrument is the saxophone.

SWING

Flint swings his weapon in every direction, hitting each enemy once. The only drawback is that he has no opportunity to perform timed attacks, making this ability useful only for battles with 2 or more enemies.

STRENGTHEN UP

Flint gathers his strength, increasing his offense by 5-12 points. This amazing skill, if used at the start of a battle, enables Flint to make quick work of enemies with lots of HP or high defense. Unfortunately, this increase cannot be stacked, and Flint's offense goes back to normal after the battle ends. If his offense falls during the battle for any reason, however, the skill can be re-used to bring it back up.

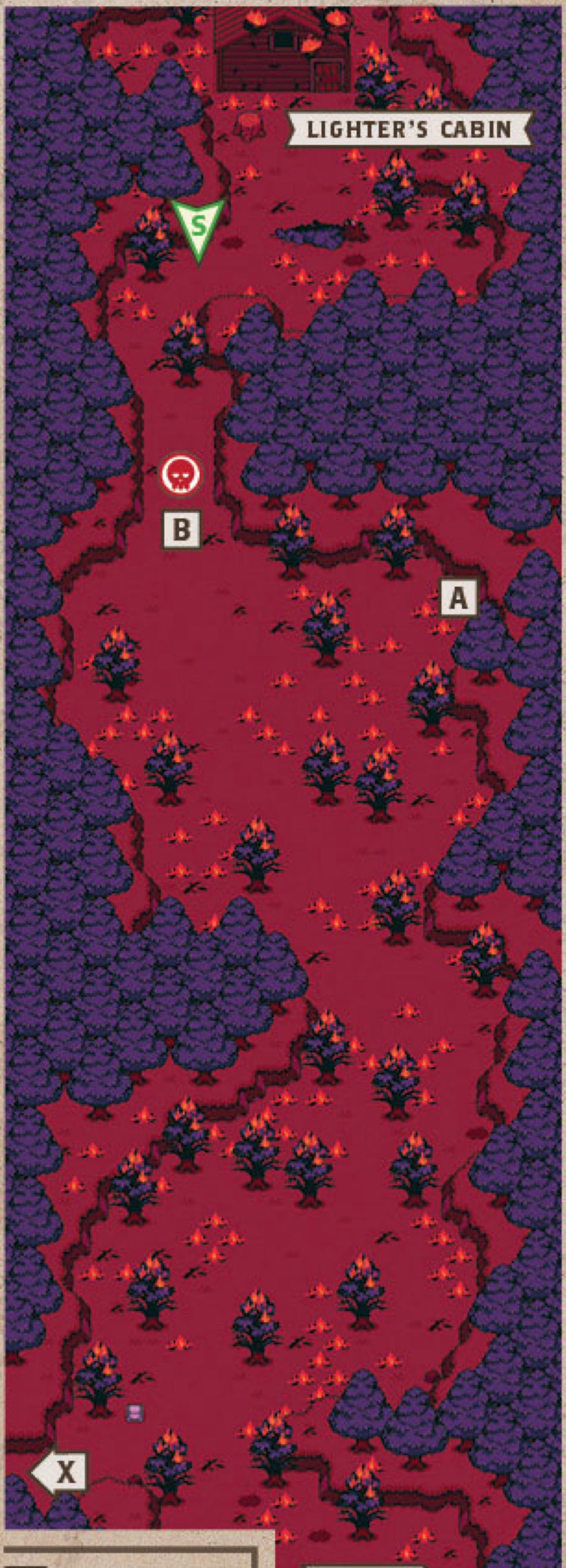
POWER SMASH

Flint puts all of his strength behind his attack, but with increased attack power comes decreased accuracy: this attack misses most of the time. When it connects, though, it can deliver a blow roughly 4x stronger than normal attacks, making it useful for battles against enemies with lots of HP.

TOUGHEN UP

Flint stiffens his body, increasing his defense by 4-7 points. With this skill, Flint can avoid defense/healing and concentrate on fighting—another great 'opening' attack for battles with powerful enemies. Like the 'Strengthen Up' skill, this lasts only for the duration of the battle and cannot be stacked, but it can be re-used if Flint's defense is lowered.

SUNSHINE FOREST FIRE

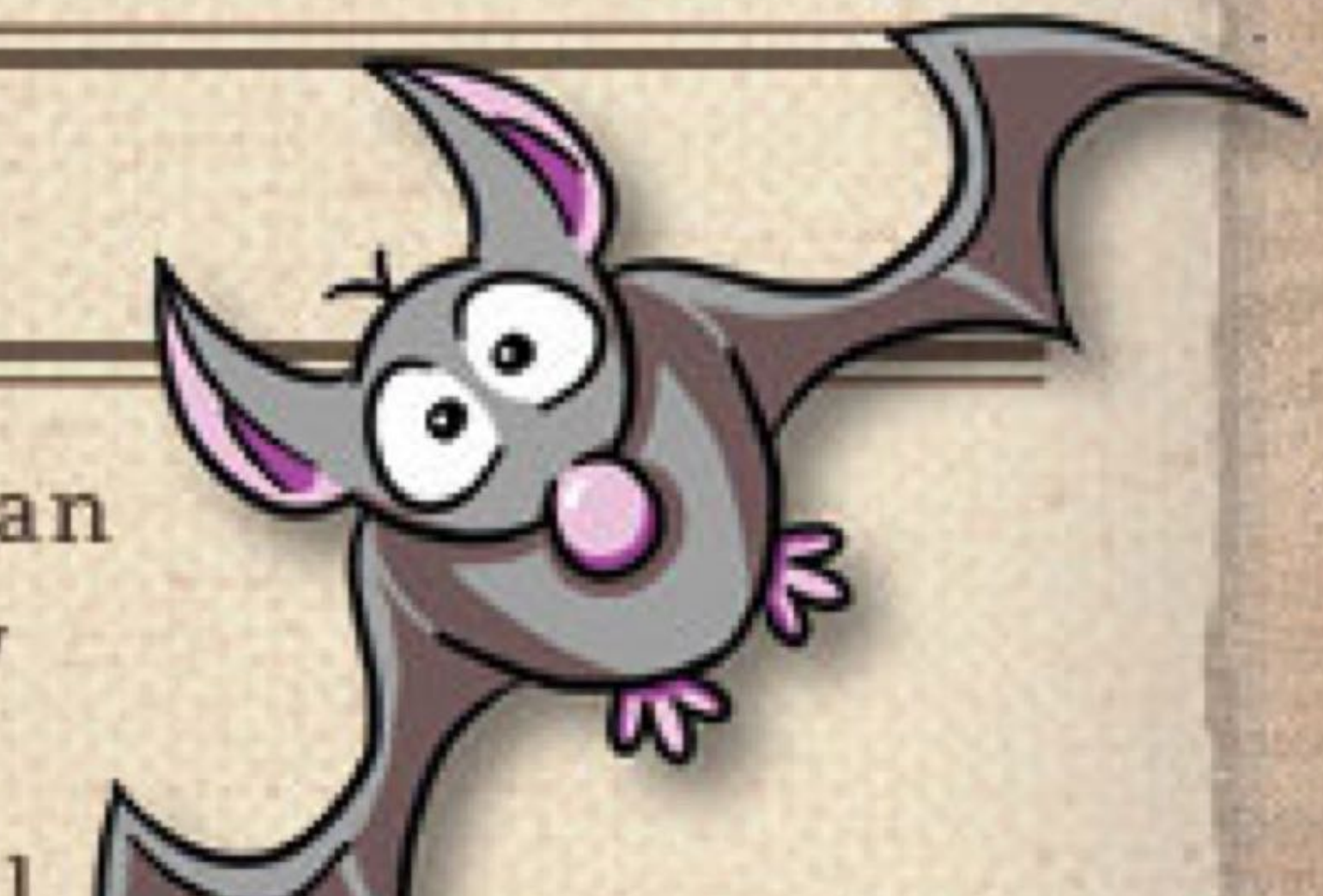


PIGMASKS

Who—or what—are these things?

ENEMIES

MR. BATTY

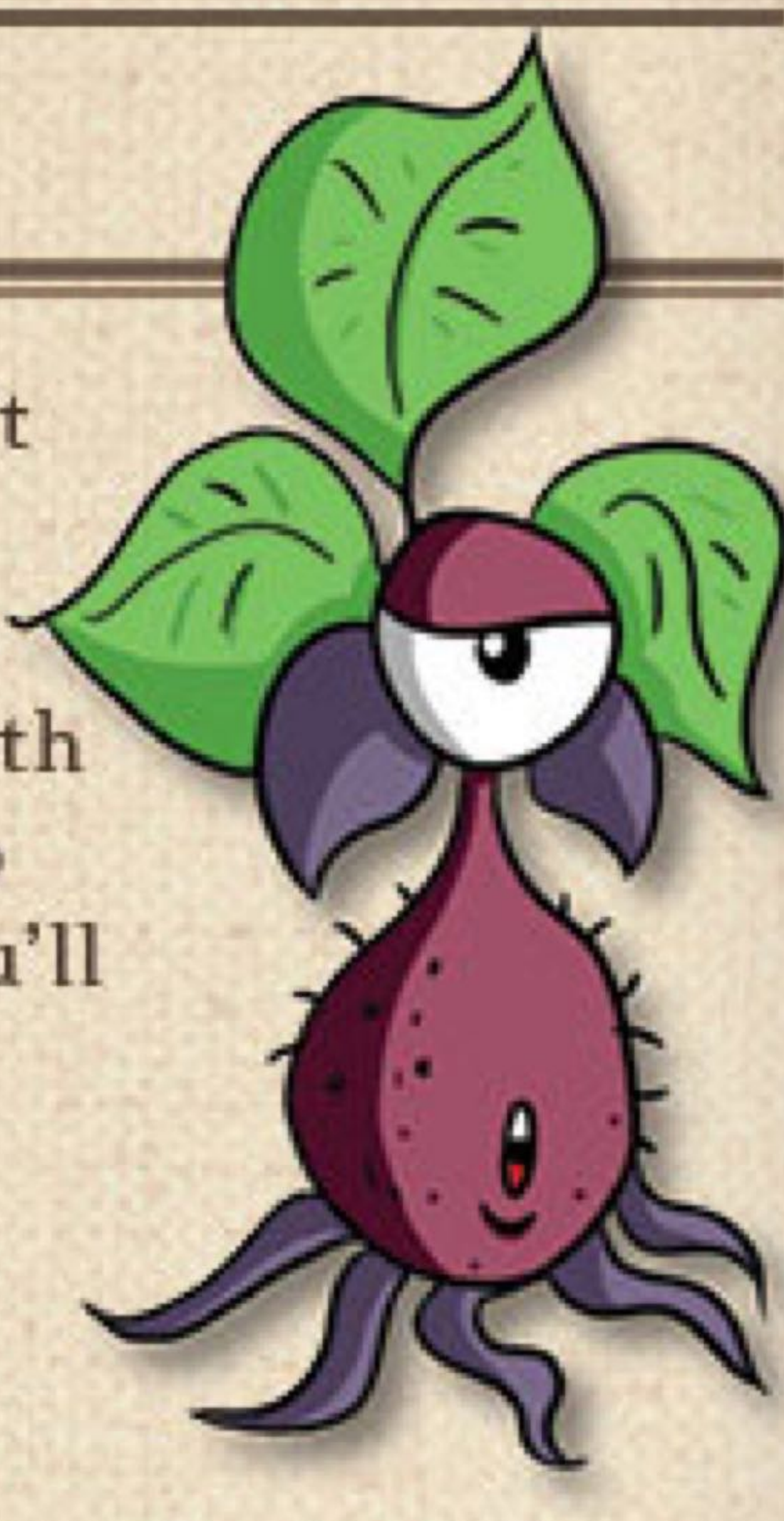


It's nothing more than an average bat, man. A few simple swats at this nocturnal nuisance will send it back to its cave.

Nut Cookie (2%) | Nut Bread (20%)

HP: 56 | OFF: 41 | DEF: 14 | EXP: 20

YAMMONSTER

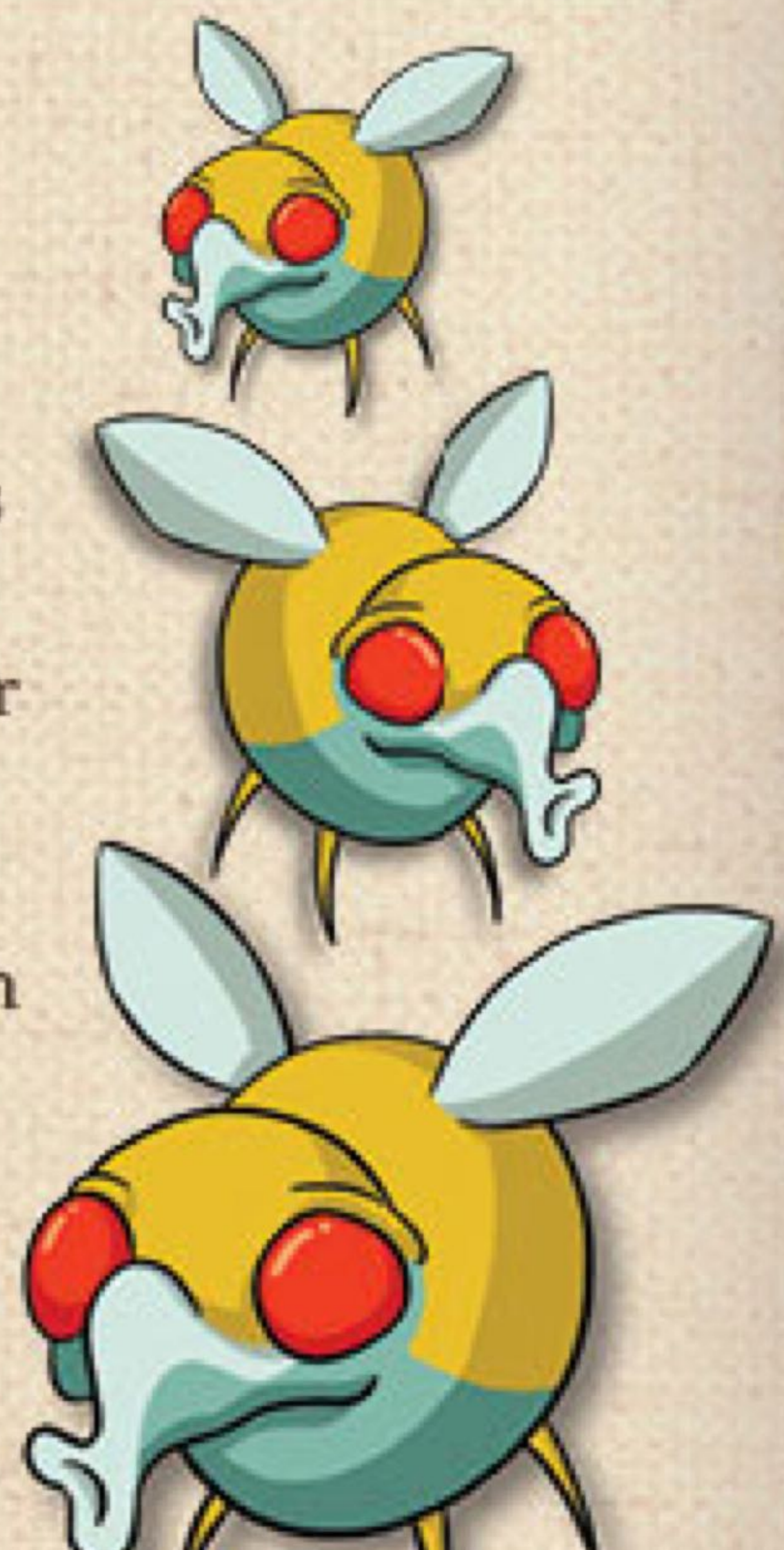


This deranged tuber won't chase you, but it might get in the way. Take advantage of its poor depth perception by dashing up when it's not looking—you'll get plenty of Exp. and, often, a Nut Bread.

Nut Bread (60%)

HP: 33 | OFF:35 | DEF: 22 | EXP: 26

FIREFLIES



It's up to you to handle these heated hellions alone, but it's not like you needed Thomas anyway. These bugs attack in packs of three with powerful charges in addition to their weaker fire attacks. Use Flint's special 'Swing' ability twice to extinguish them in two turns, and reward yourself by chowing down on the Nut Bread they leave behind.

Nut Bread (100%)

HP: 53 EA. | OFF:35 | DEF: 10 | EXP: 51

TEMPO UNIVERSITY

Are you interested in music? Have you played an instrument? Do you hear modern tunes and inwardly mourn the excesses of poseur techniques like octave doubling on perfect-fifth dyads? If so, it's time for you to rock and roll your way to Tempo University, the only musical art college with enrollment open to the proletariat!

ENROLL IN CLASSES TODAY!

♫ *SIGN UP FOR ONE OF THE FOLLOWING CURRICULA* ♫

MUSIC HISTORY 101

The drums of war have driven countless historic battles. This tradition continues today: during battle, background music creates a framework for racking up hits. Listen for the rhythm and tap the 'A' button to the beat!

MUSIC APPRECIATION 151

Rhythm is not always straightforward; if you're having a hard time chaining together more than a few hits, study the flow of the music and try skipping/adding beats.

TEMPO 102

Different types of music have different speeds. Learn to love these differences! Fast songs require concentration and speed, while slow songs require steady care.

RHYTHM 201

Learn about exciting advances in the study of tempo! Music theorists now speculate that a skilled musician may be able to chain together as many as sixteen distinct hits in a single attack.

Stick through the courses and you will be able to top the tempo with 16 beats anytime to become a victorious virtuoso!

Lighter then Fuel

Lighter is down for the count, and worse yet, his son is still trapped in the house. Lighter mutters something about being attacked by the strange bugs, but there's no time to worry about that—Fuel needs help!

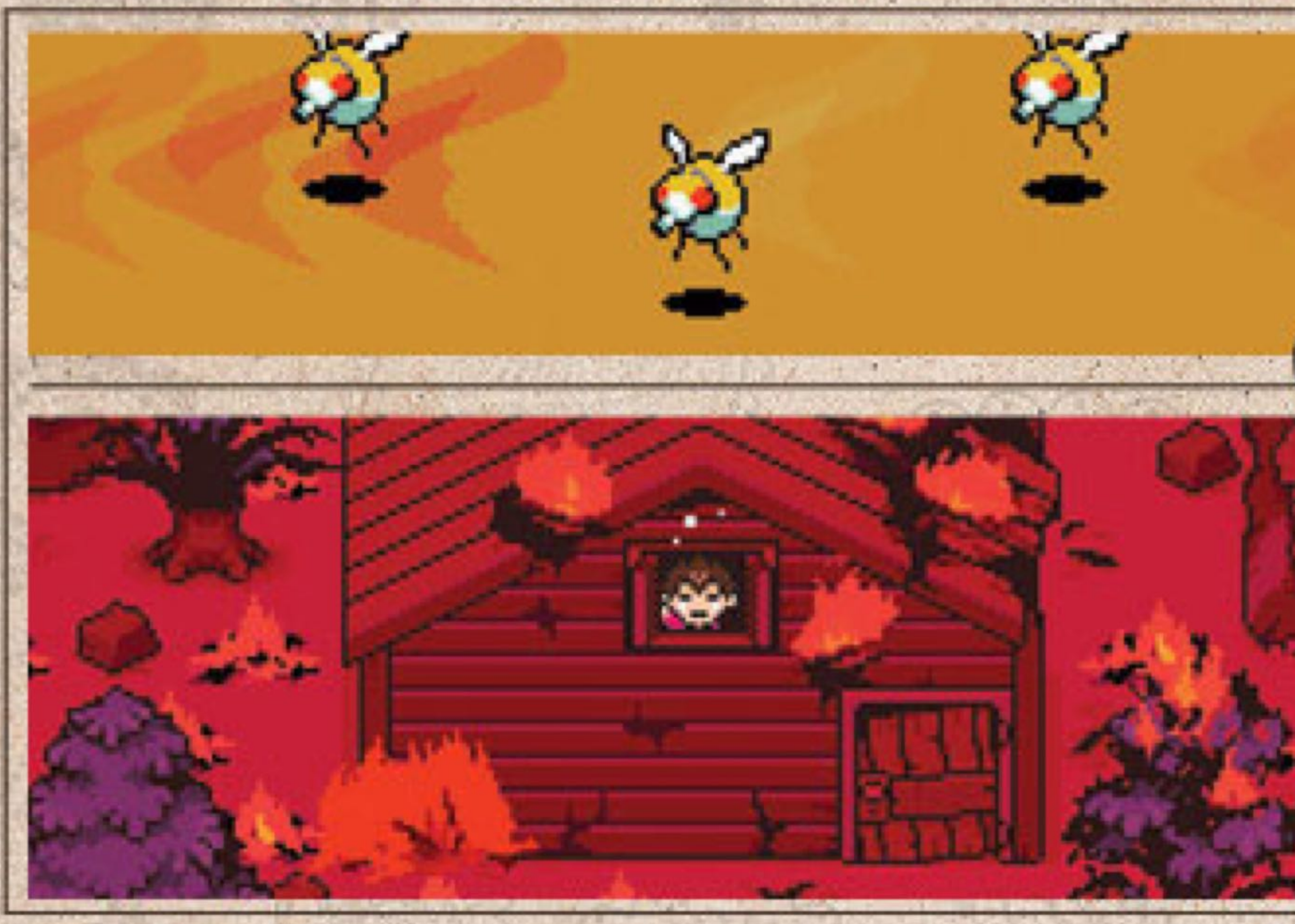
LIGHTER's LUMBER

Be sure to grab Lighter's fallen weapon before you attempt to save Fuel – it will slow you down a little, but it's worth it for the extra heft!

LIGHTER'S LUMBER
Offense +6
Speed -3

LIGHTER

Flint's childhood friend, this lumberjack is tough as nails.



Fuel in a Fire

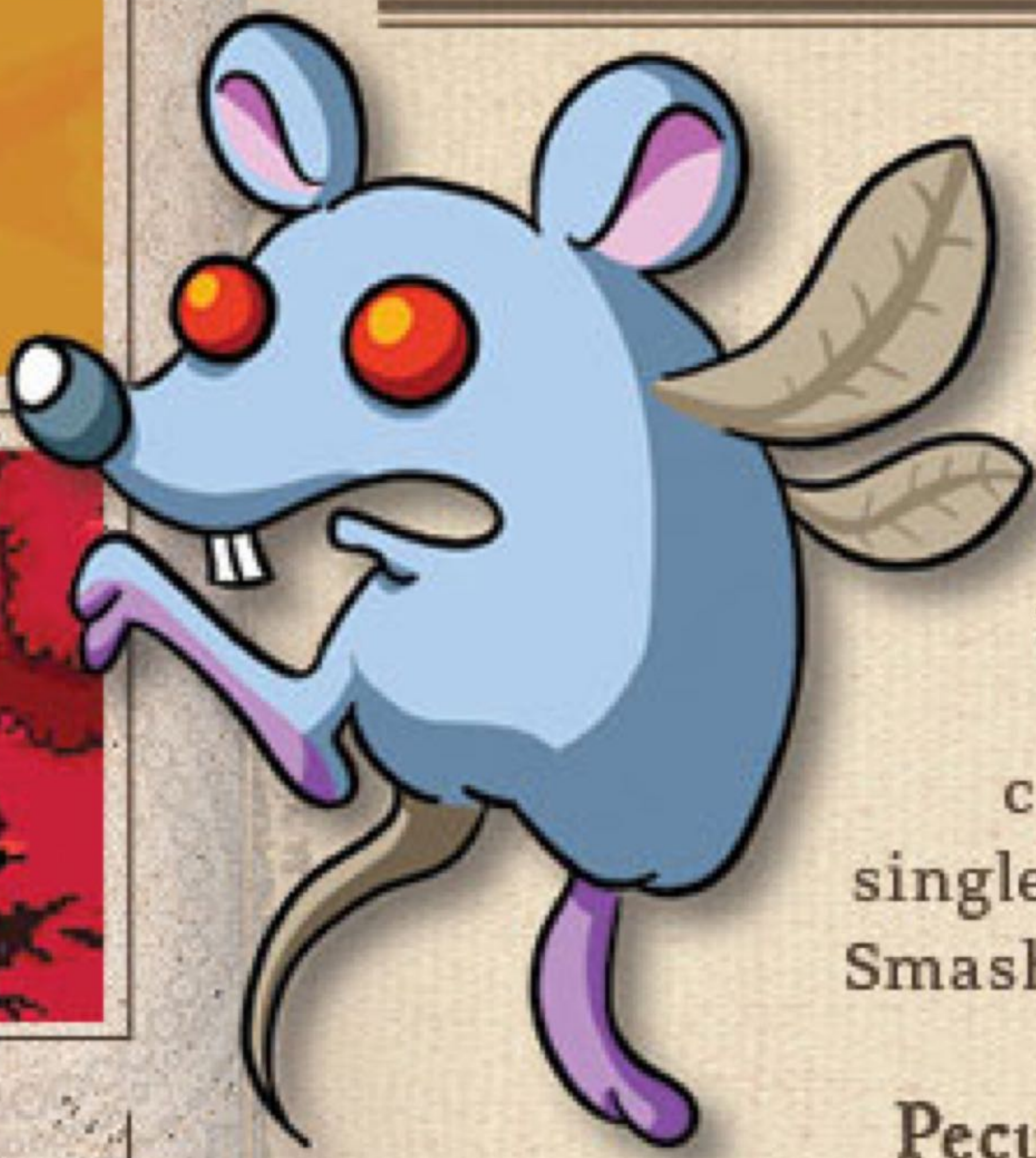
With the Fireflies put out you'll discover Fuel trapped in the burning house. To make matters worse, he's got company! The front door is jammed, so you'll have to dash straight through it to make your entrance.

Saving Fuel

With the rodent out of the way, it's time to save Fuel. Go upstairs and dash through the debris near the southern window to reach him. On your way out of the house the infrastructure begins to collapse, so beat a hasty retreat!

ENEMIES

FLYING MOUSE

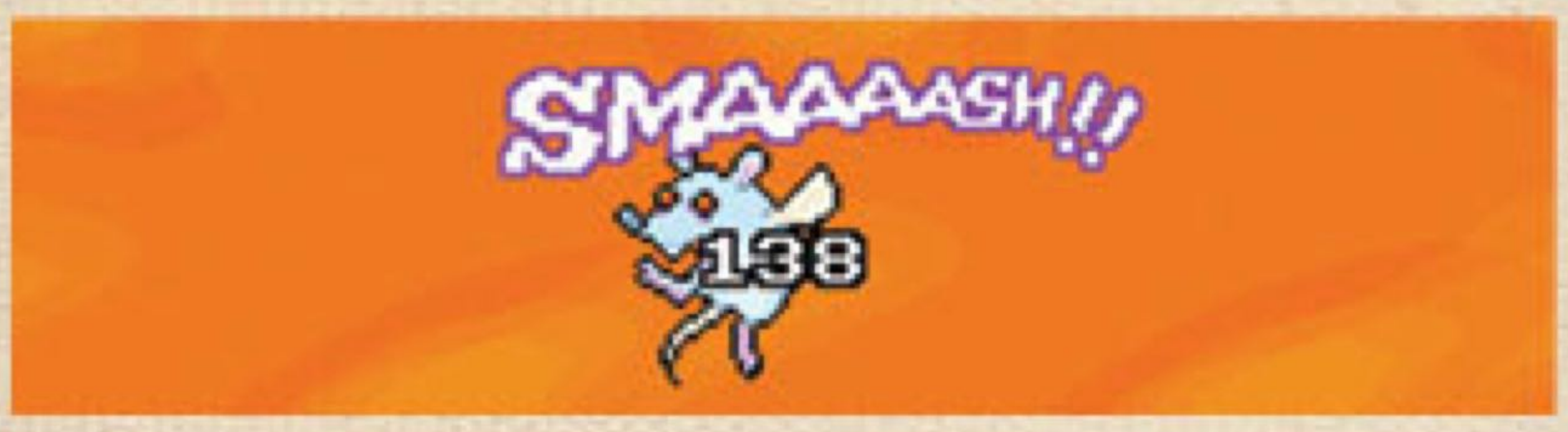


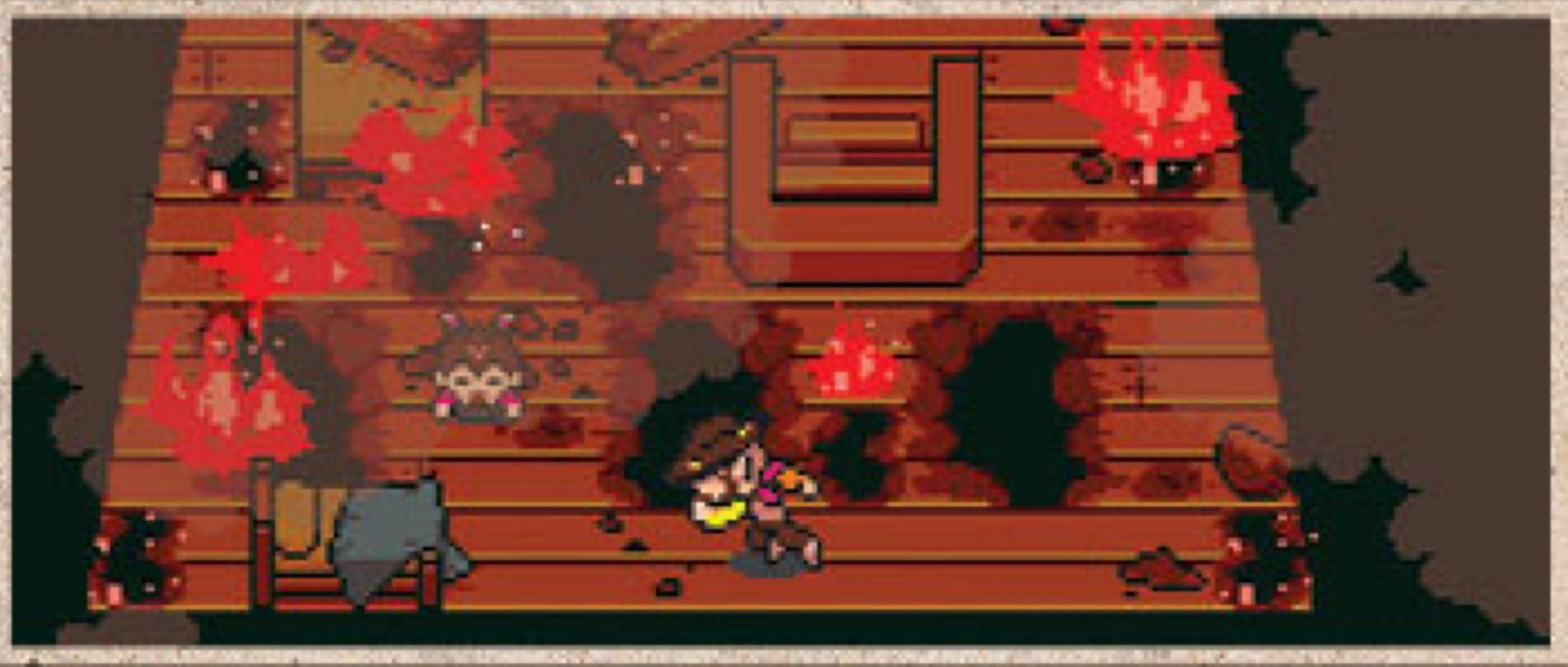
MINI-BOSS

This flying menace thrives on destruction, so a burning house is an appropriate venue for your first encounter. You can fight him in a conventional style, but a single hit from Flint's 'Power Smash' will work just as well.

Peculiar Cheese (20%)

HP: 110 | **OFF: 46** | **DEF: 20** | **EXP: 45**





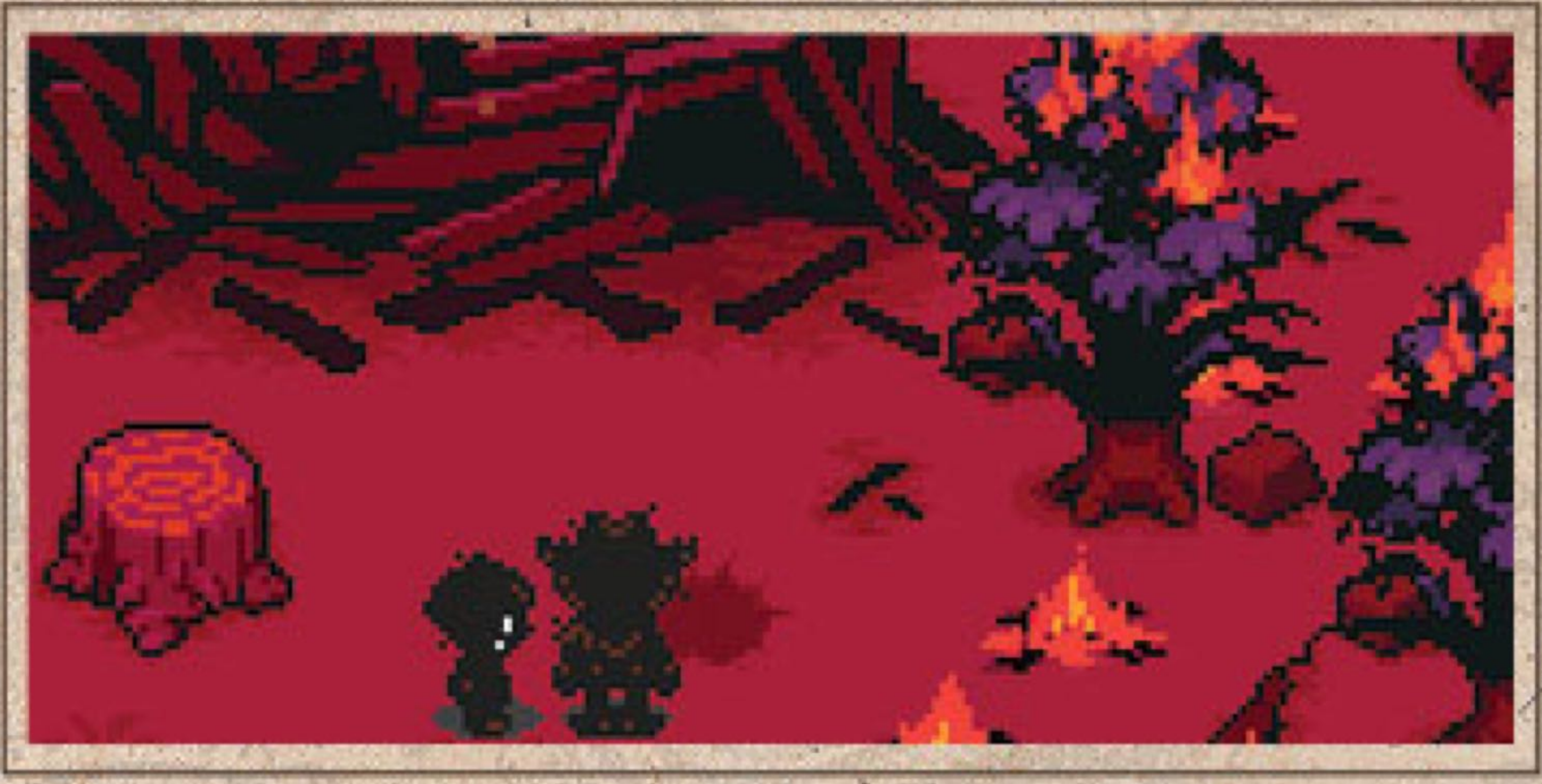
FUEL

Lighter's optimistic son, a friend of Claus and Lucas.

Fuel is a plucky young kid determined to be as great a man as his father. He's not afraid to get his hands dirty in battle, frequently throwing rocks (deals 2-3 HP damage to enemies) and lending support when you're down (restores 6-10 HP to Flint).

Alive & Well

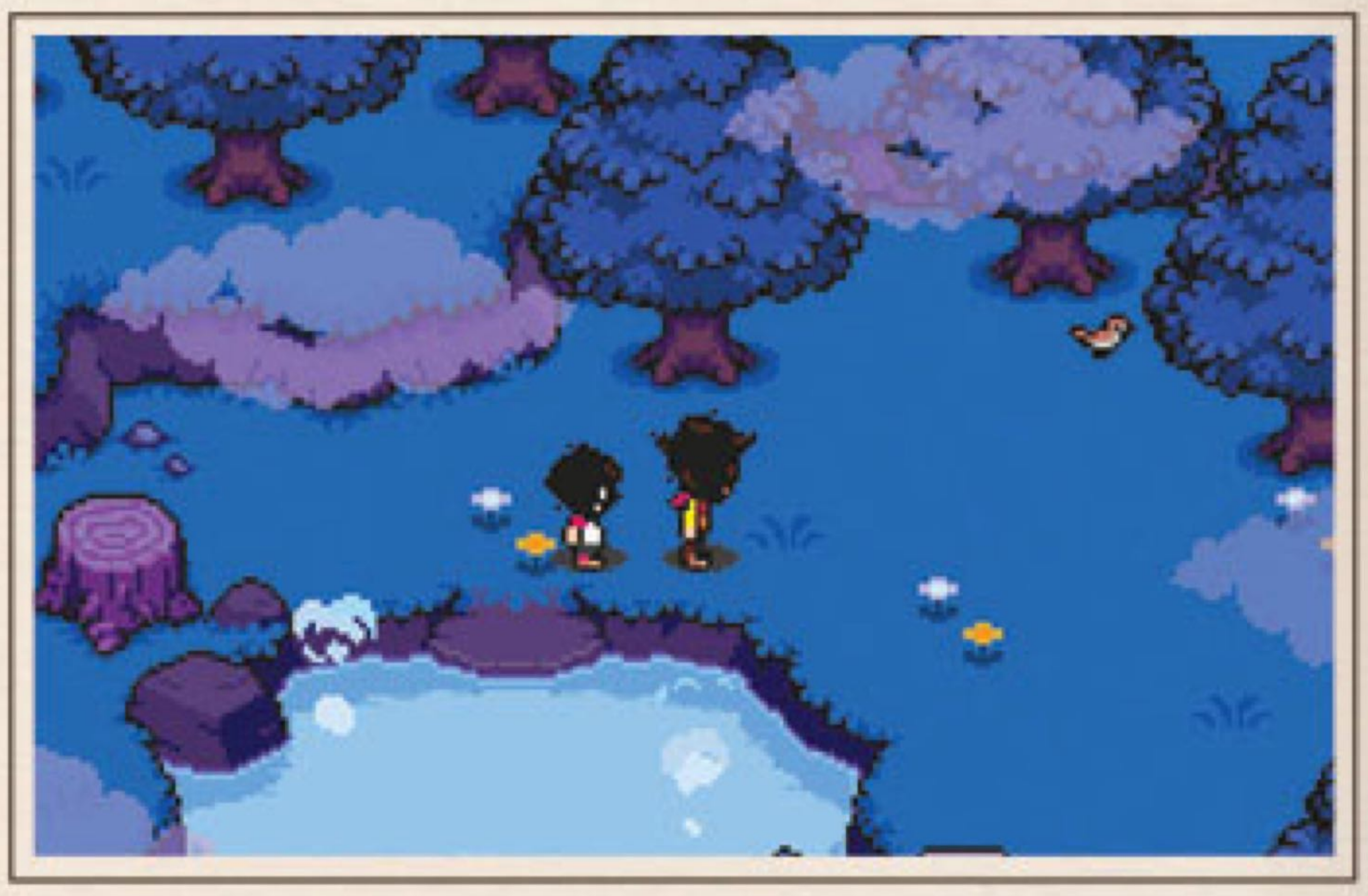
You've rescued Fuel and Thomas has taken Lighter to safety, so it's time to get back to the village. Be careful of the flames; they are still burning as hot as when you entered. Make your way back to the Forest Grotto and the Sanctuary.



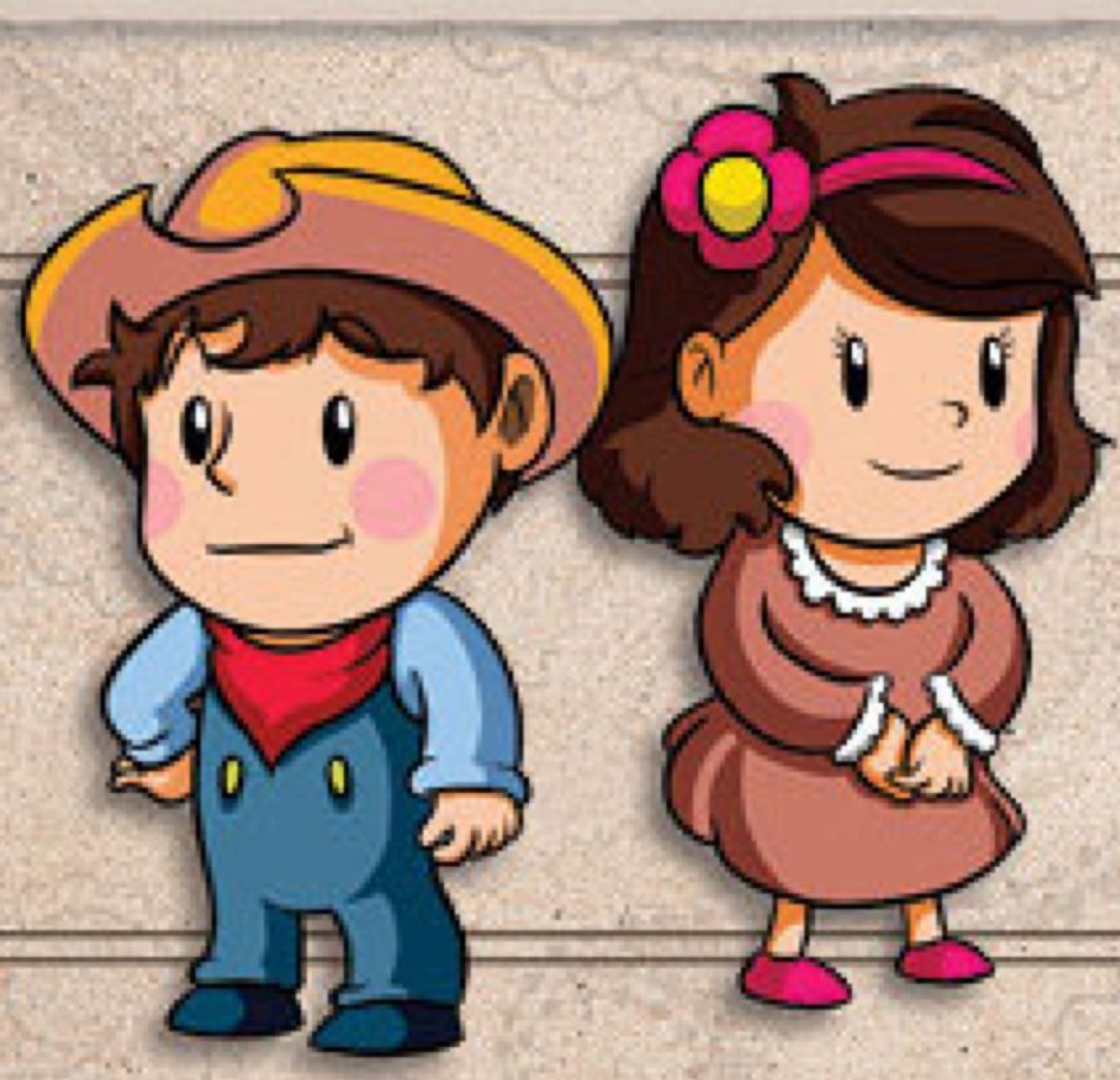
HOT • SPRINGS

HEALTHY AND BEAUTY-FUL!

You may be aware of the Hot Spring's health-rejuvenating effects, but did you know that it also works wonders for your skin? Jump in to heal up after those boss battles and wash off the soot. Well, some of it anyway.



Disclaimer: Heads not included. No rain checks.

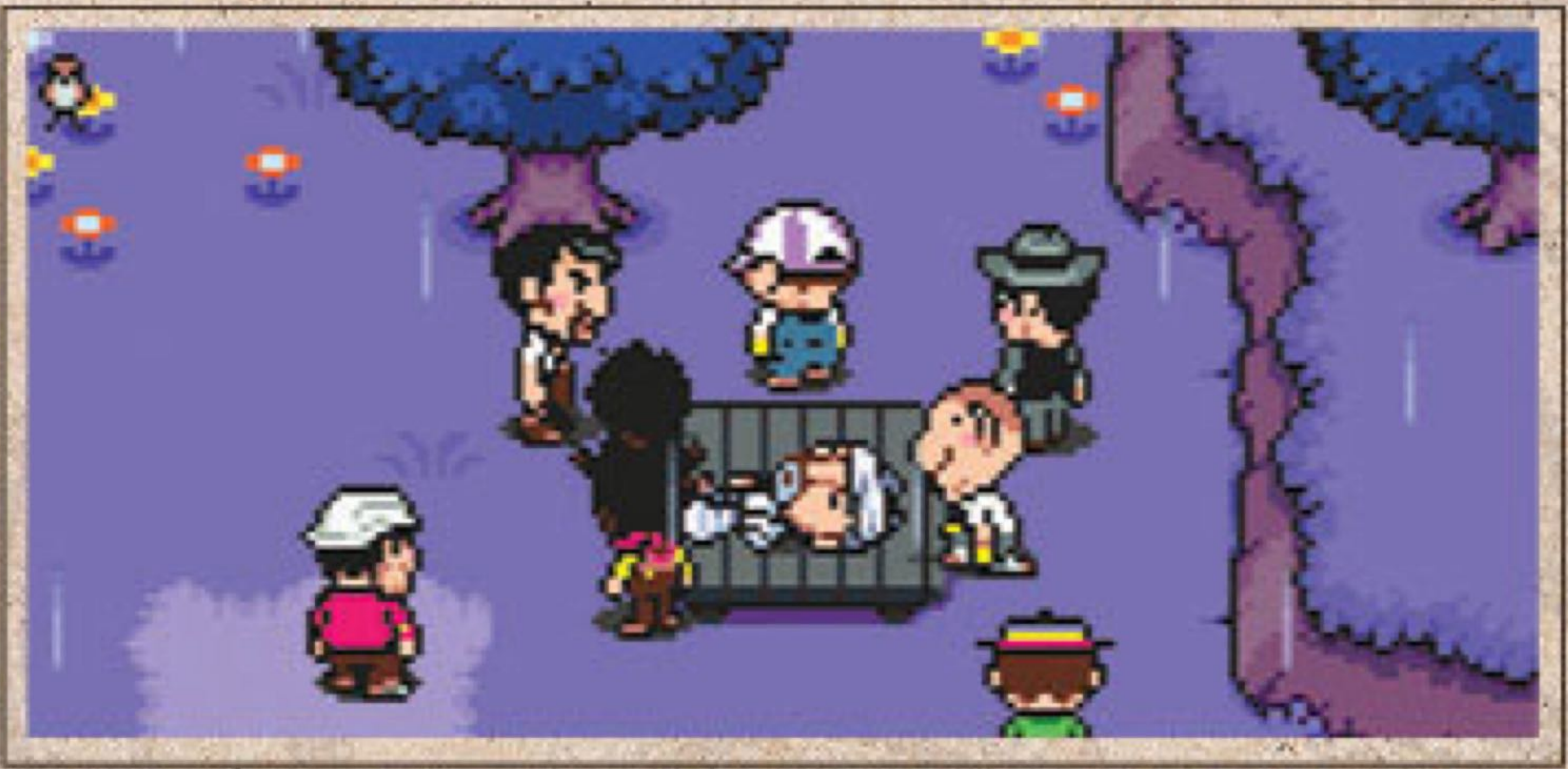


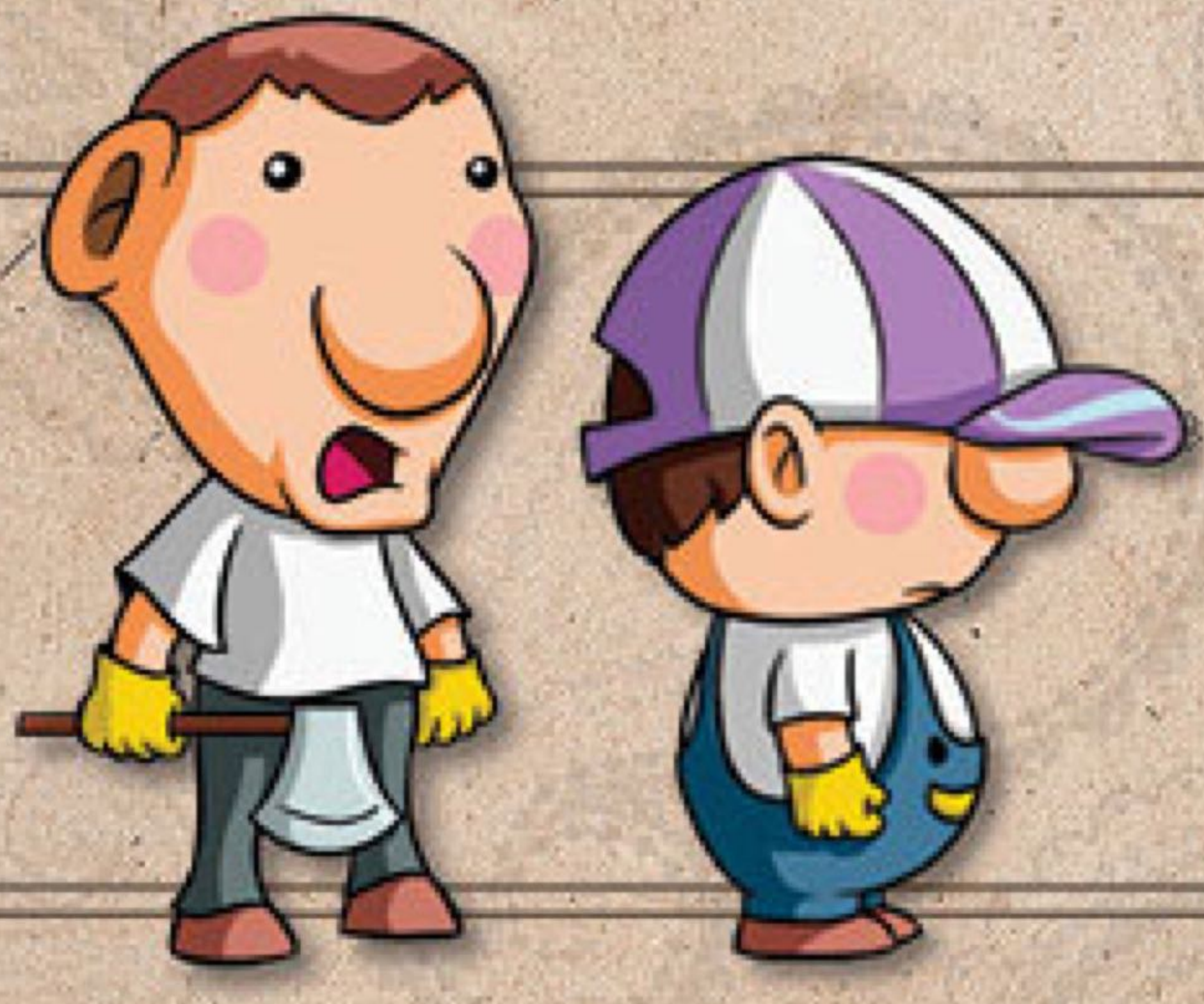
ABBOT & ABBEY

A cute couple who live in the town square. They seem nice enough, but poor Abbey sure is accident-prone...

Family Reunion

Exiting the forest, Fuel sprints over to his dad's side. Lighter has sustained some injuries, but nothing which will keep him down for long. After a brief reunion with his son, Lighter thanks you, an occasion so rare that only an unexpected rainstorm could really top it...

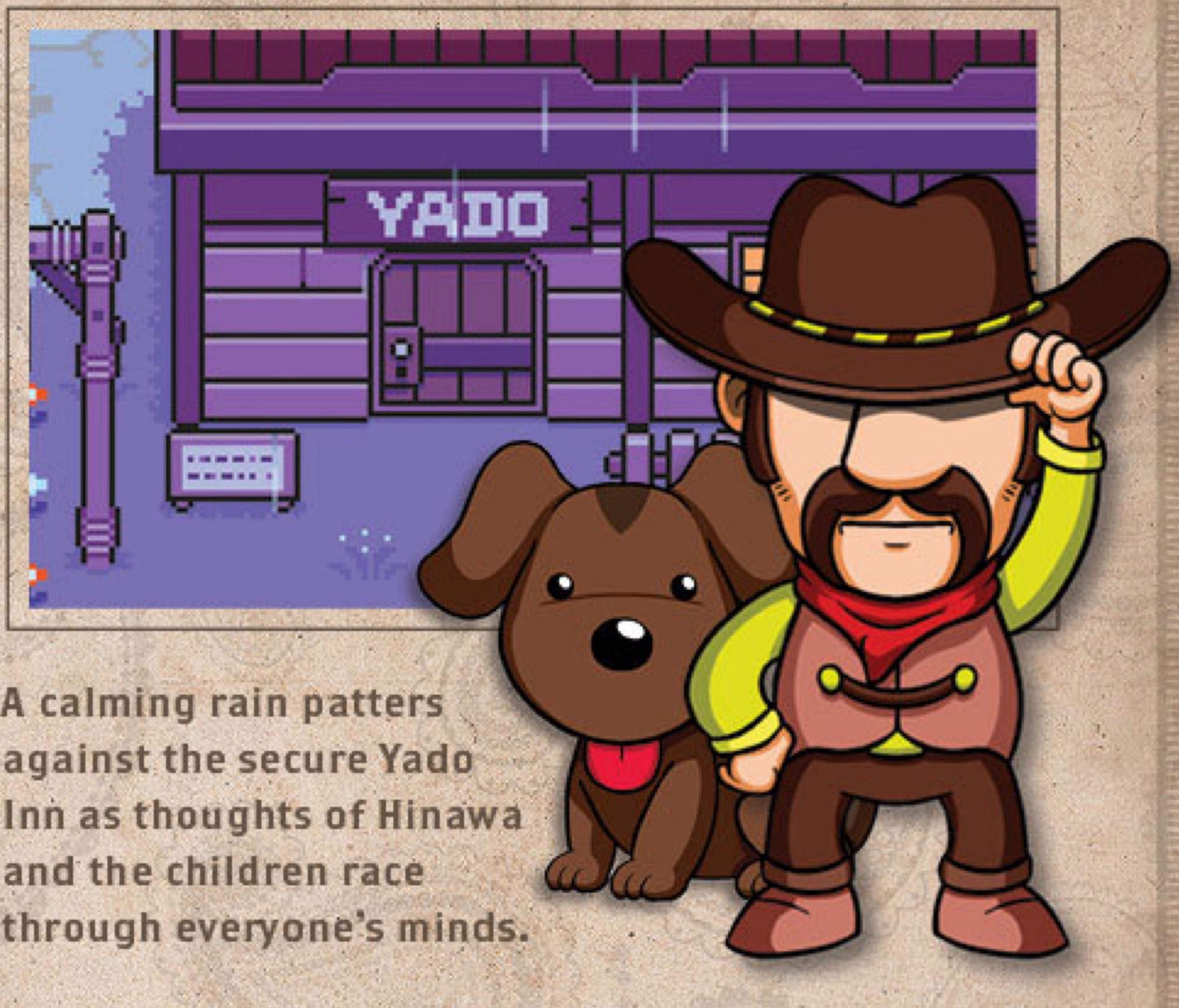




BUD & LOU

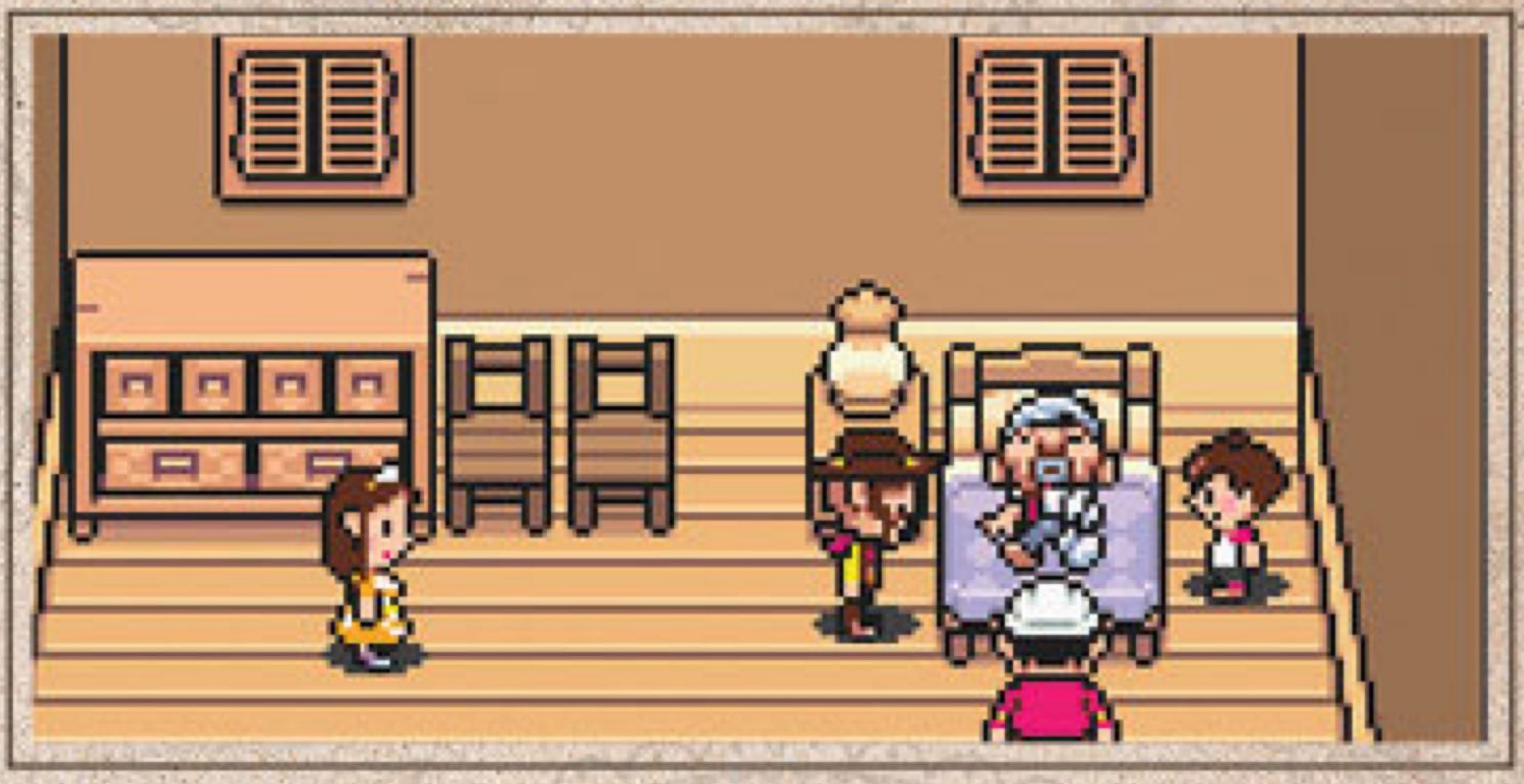
This "comedy" duo is always on hand with comments to lighten up any situation. They work for Lighter, whom they refer to as "the boss".

CHAPTER
№1
PART №2
DESPERATE SEARCH



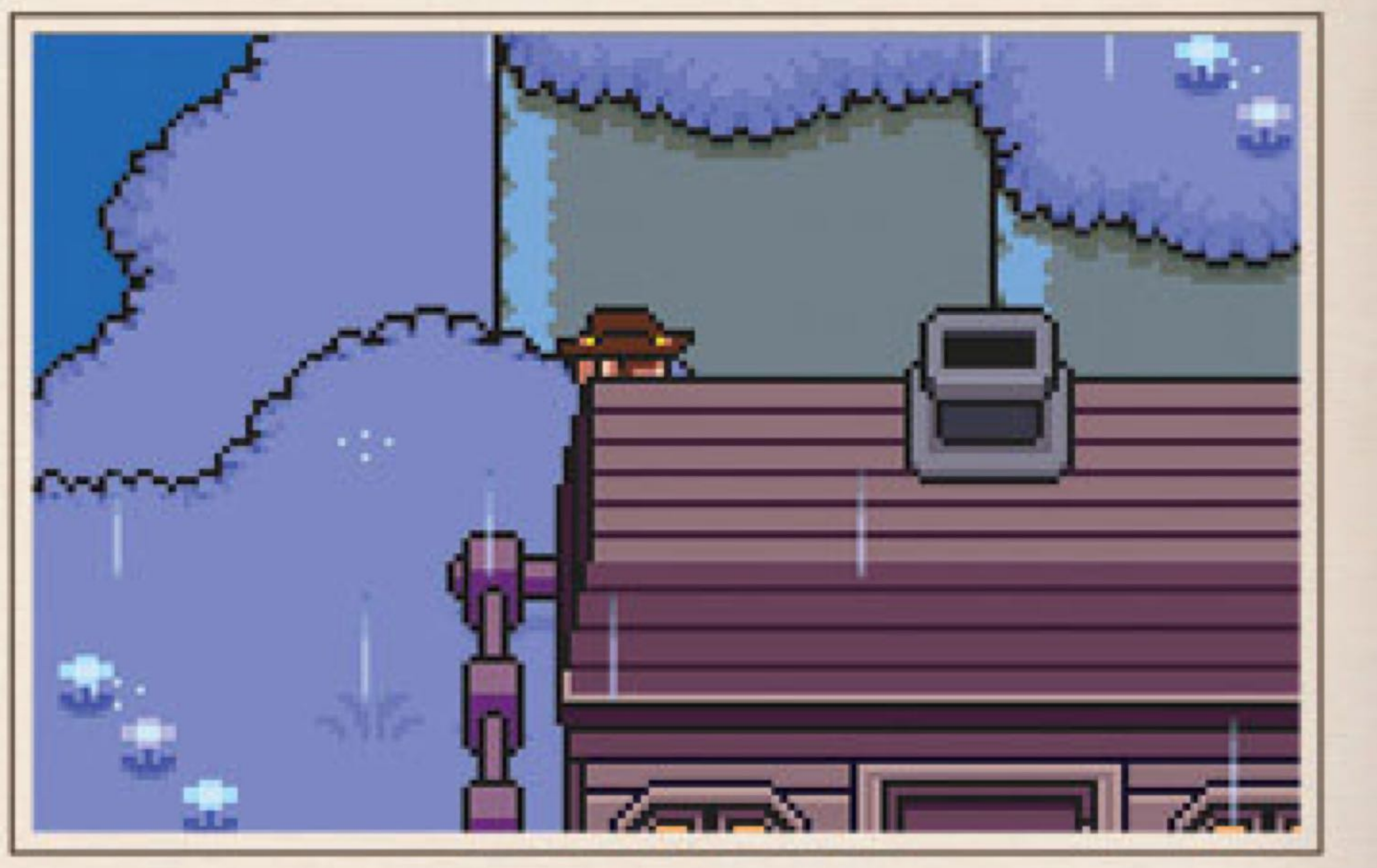
A calming rain patters against the secure Yado Inn as thoughts of Hinawa and the children race through everyone's minds.

Everyone's Inn Recovery



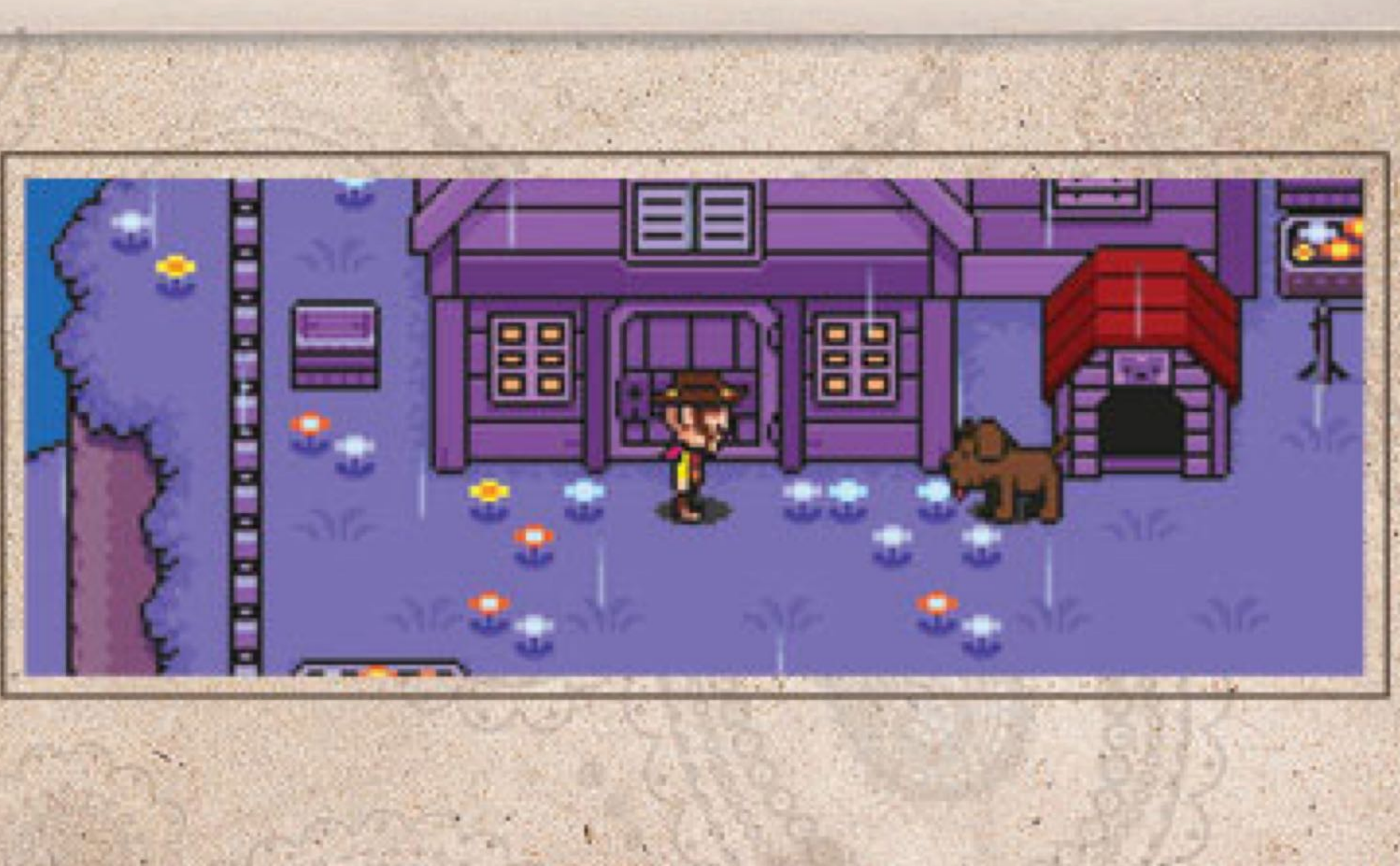
When you come to, you'll find that Tessie has fixed up everyone's injuries at the Yado Inn. When you leave, Isaac will stop you to chat about a worrisome series of events. Now would be a good time to head back home to see if Hinawa has gotten back...

A STATIC SECRET



On your way home, head east to Wess's house. If you sneak a peek behind the structure, you'll find a hidden Thunder Bomb. This prize refills every time you visit Cross Roads or beyond, so use this boundary as an easy way to refill the box. These babies are especially useful in the first few chapters.

Late for Supper

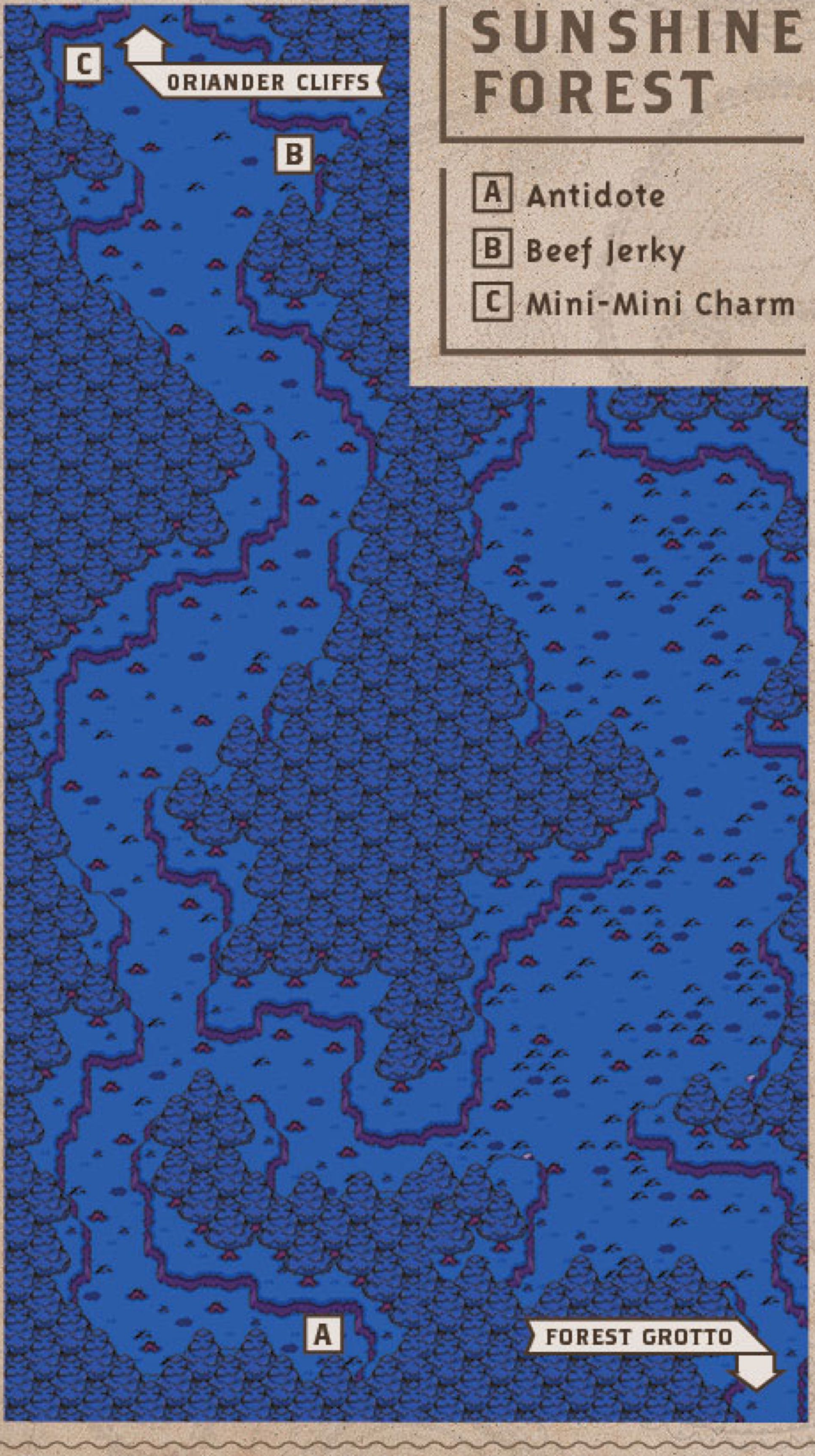


Hinawa's homing pigeon has appeared with a letter, but the news is grim. Hinawa's expected arrival time passed long ago. Take Boney along with you as a traveling companion and set out to search the woods for your family.

BONEY

The family's lovable and dependable dog.

Boney may not have the best offense, but his speed is second to none. This canine has a special sniffing sense to boot, enabling you to learn the weaknesses of any foe in his range of scent. Good dog!



SUNSHINE FOREST

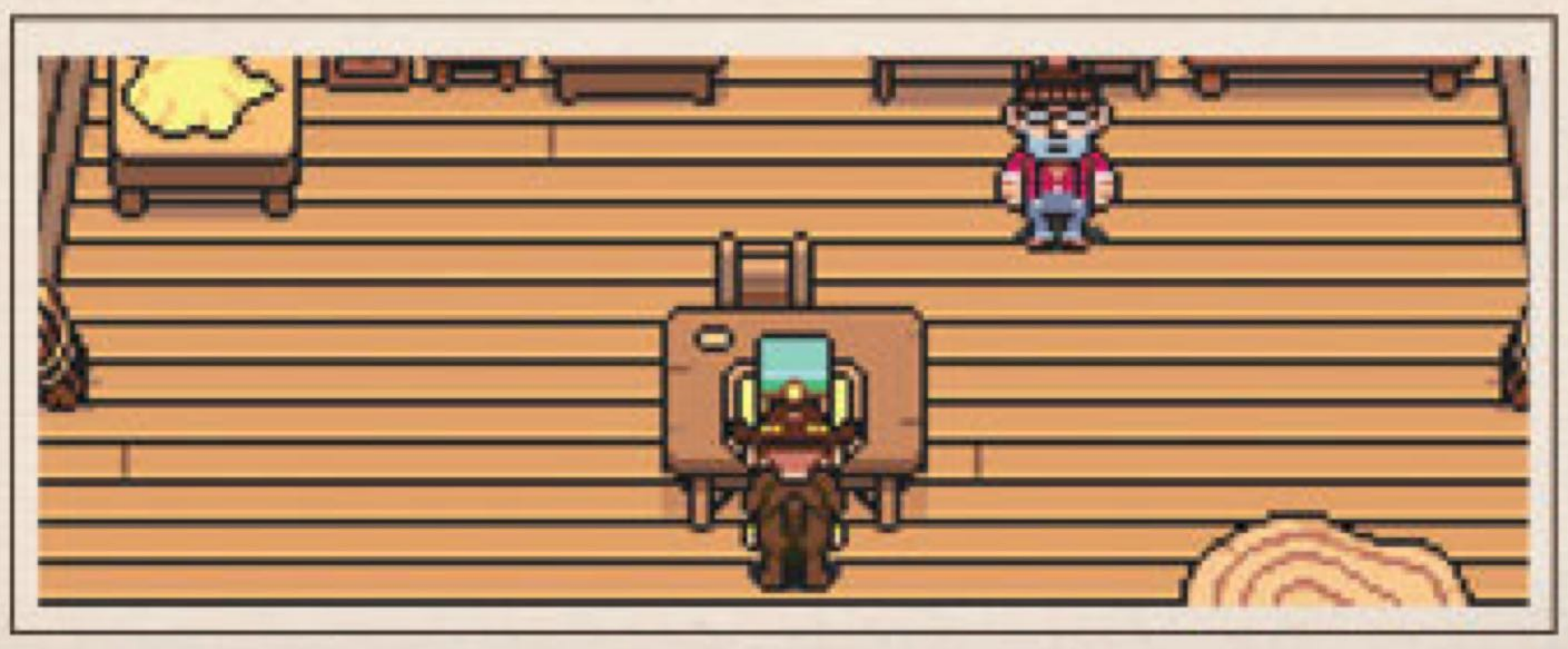
- A Antidote
- B Beef Jerky
- C Mini-Mini Charm

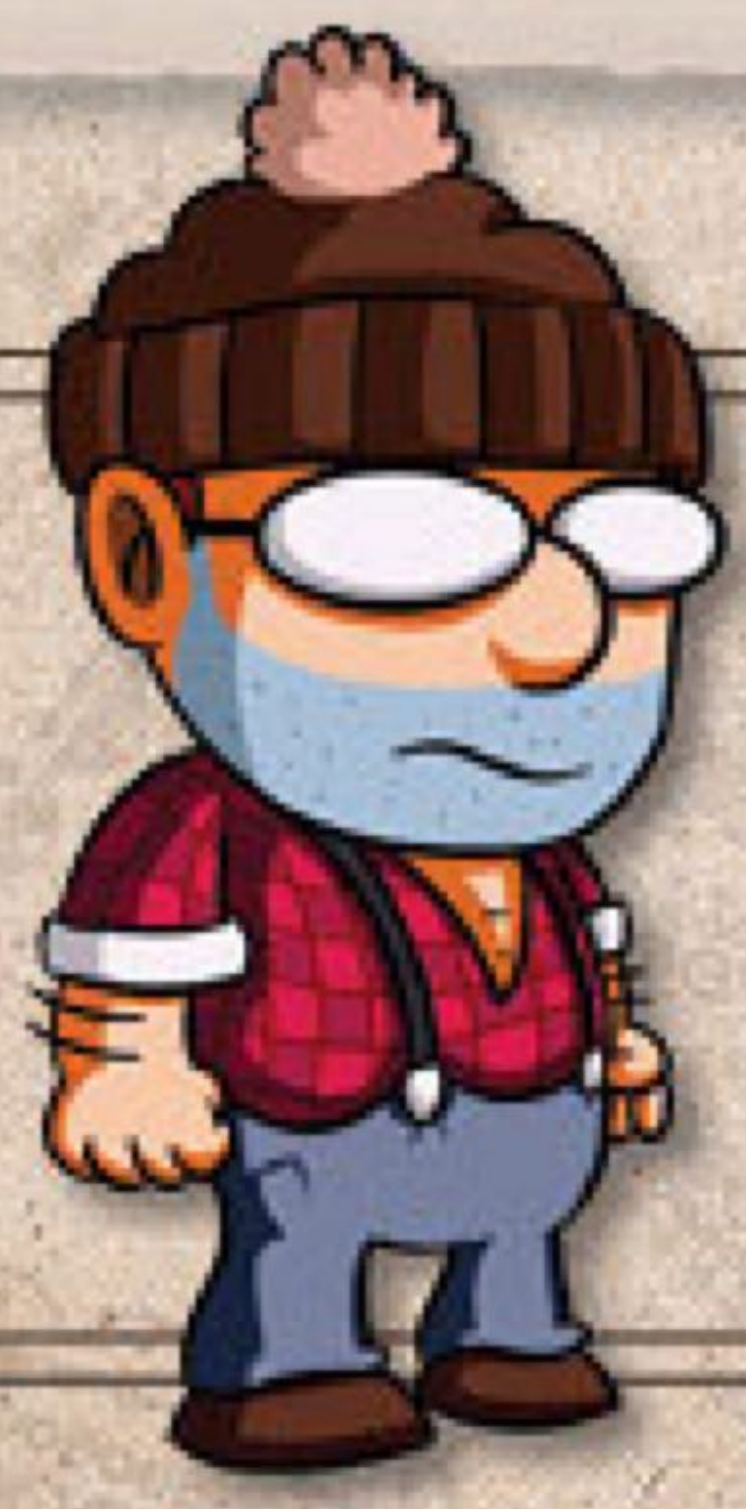
The Great Hinawa Hunt

The entire town is worried with the news of your family's disappearance. Most of the town is restless and decides to help out. Check on everyone's progress as you trudge deeper into the forest, but walk carefully! The forest seems much more alive with disturbed creatures now that the fire's been put out.

DOTED ON WITH ANTIDOTES

Along the way, be sure to talk with Lisa. She'll give you an Antidote in case you get bit by a poisonous snake. If you need more, stop by Isaac's house: he has a box full of them, free for the taking!



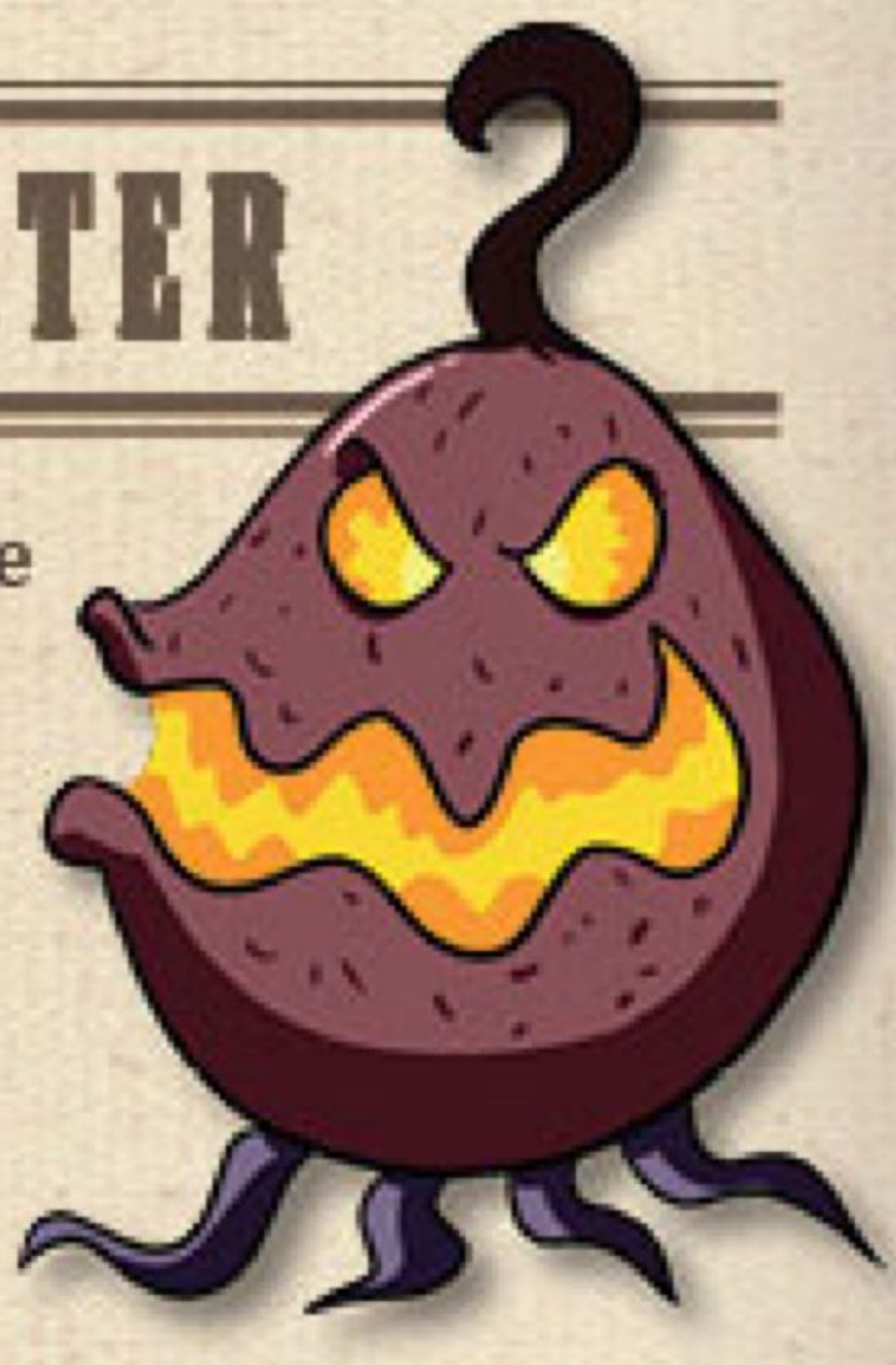


ISAAC

A rugged woodsman with a background as a lumberjack.

ENEMIES

BAKED YAMMONSTER

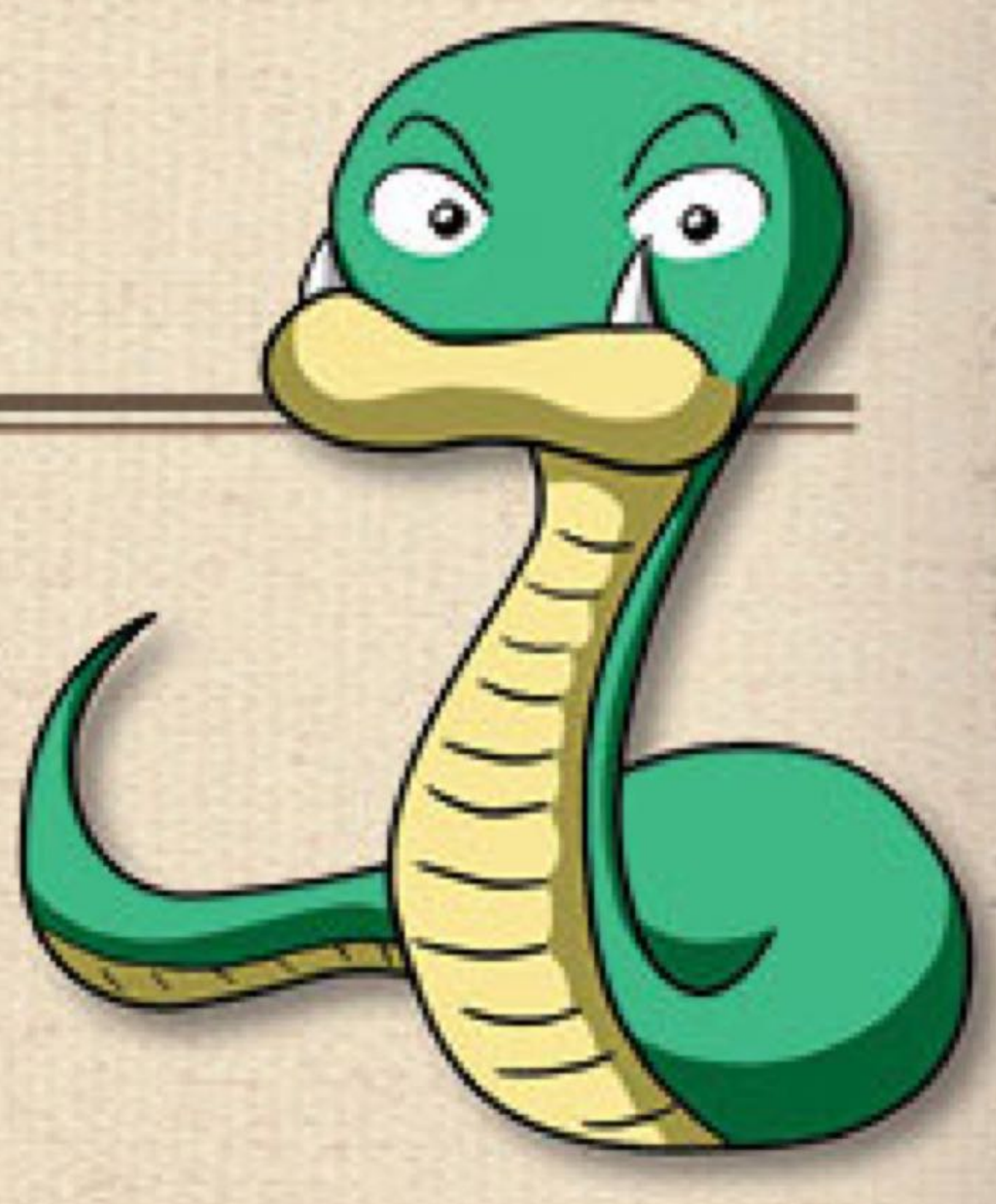


This bitter sweet potato-like foe may look sinister, but it's not much of a fighter. A few attacks ought to put it one step closer to dinner.

Baked Yam (50%)

HP: 154 | **OFF: 48** | **DEF: 8** | **EXP: 42**

MIGHTY BITEY SNAKE



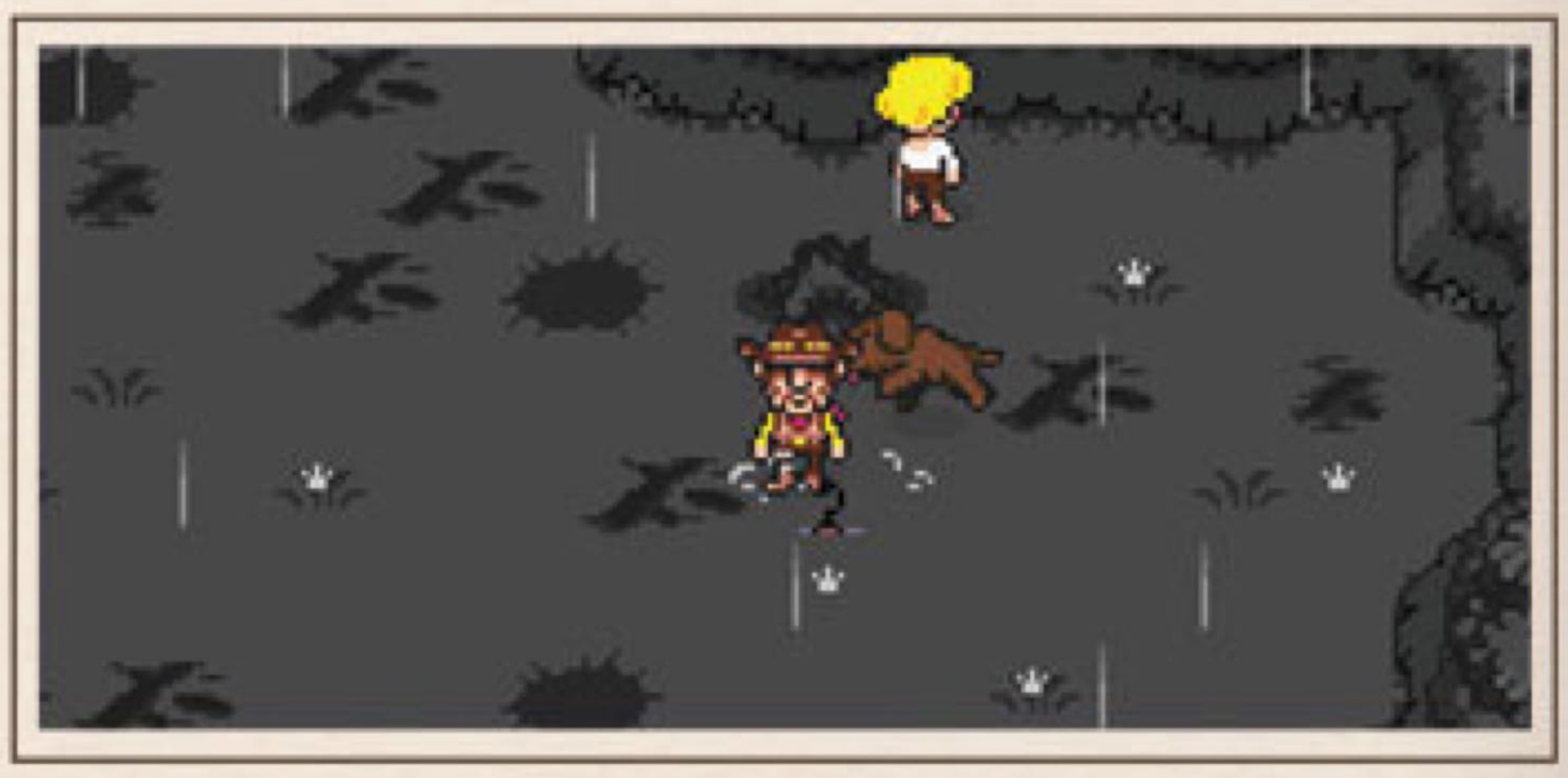
This is one snake that will make you ache in its wake! Its fangs can secrete a deadly poison, so take it out quickly!

Antidote (20%)

HP: 74 | **OFF: 46** | **DEF: 11** | **EXP: 28**

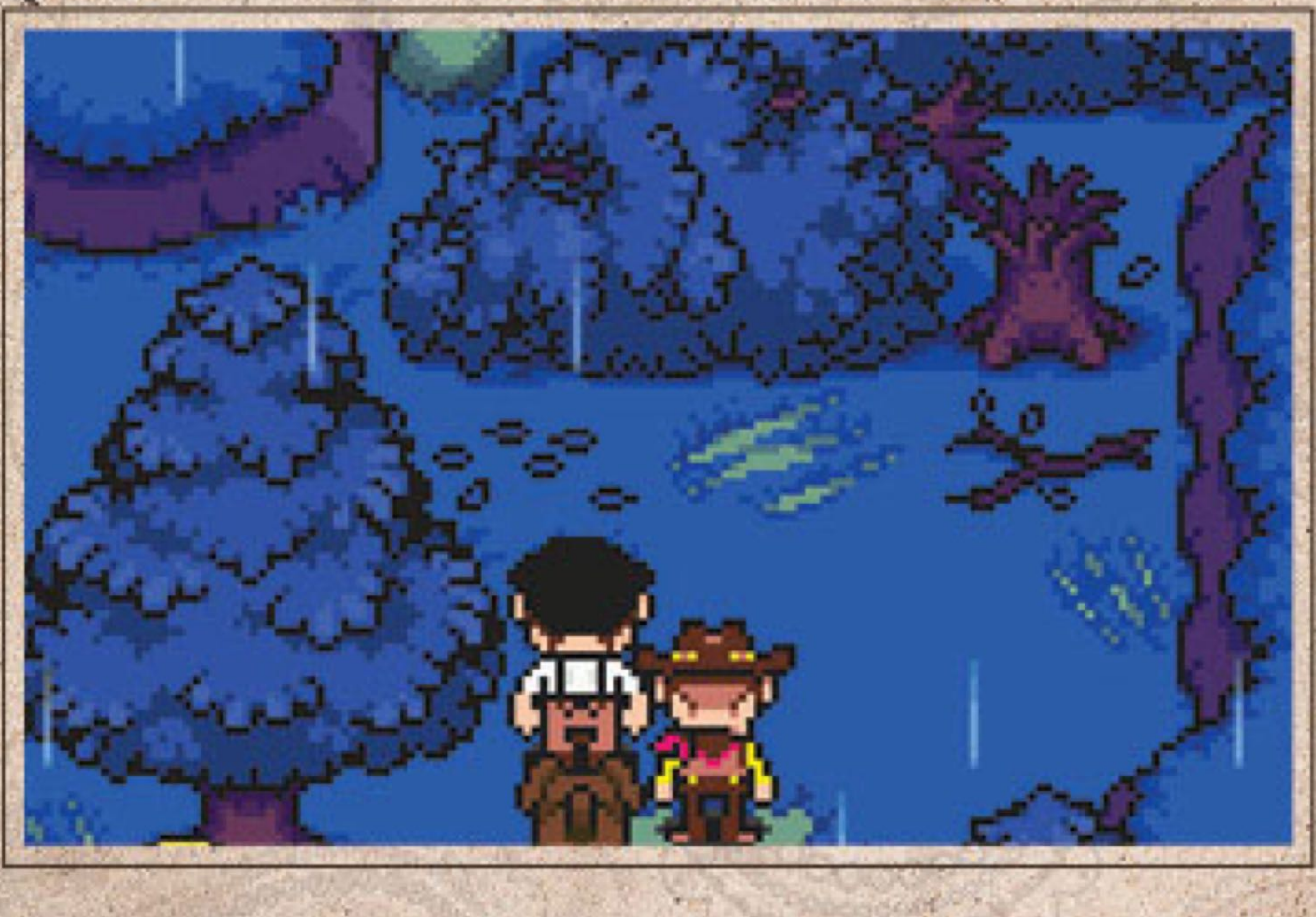
BETTER BAKED BATTLES

While their form is somewhat different, Baked Yammonsters are still easy to sneak up on. When you see one on-screen, quickly walk or run up and around the planted yam to meet its back as it pulls itself out of the earthy soil.



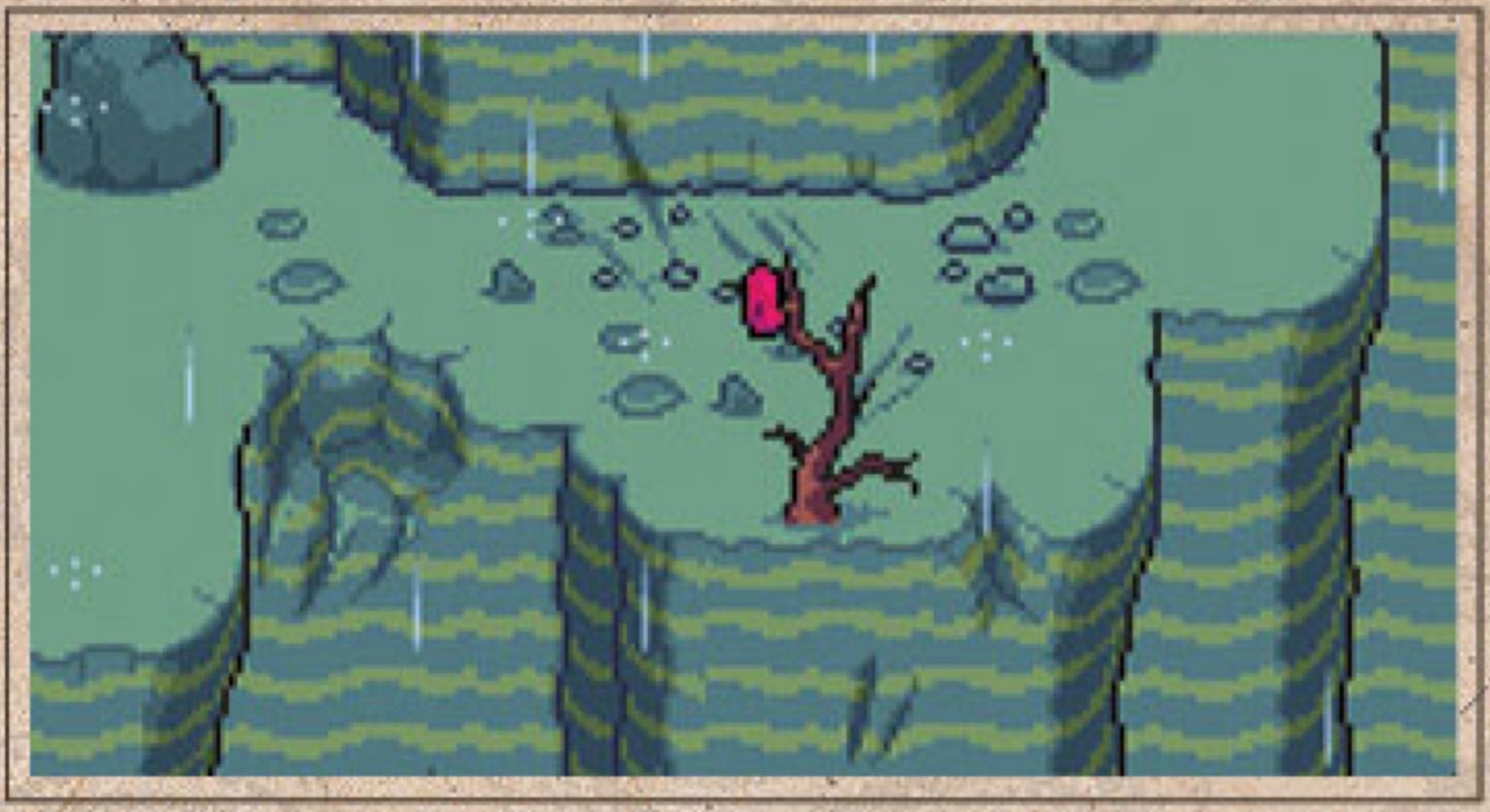
A Thunderous Finding

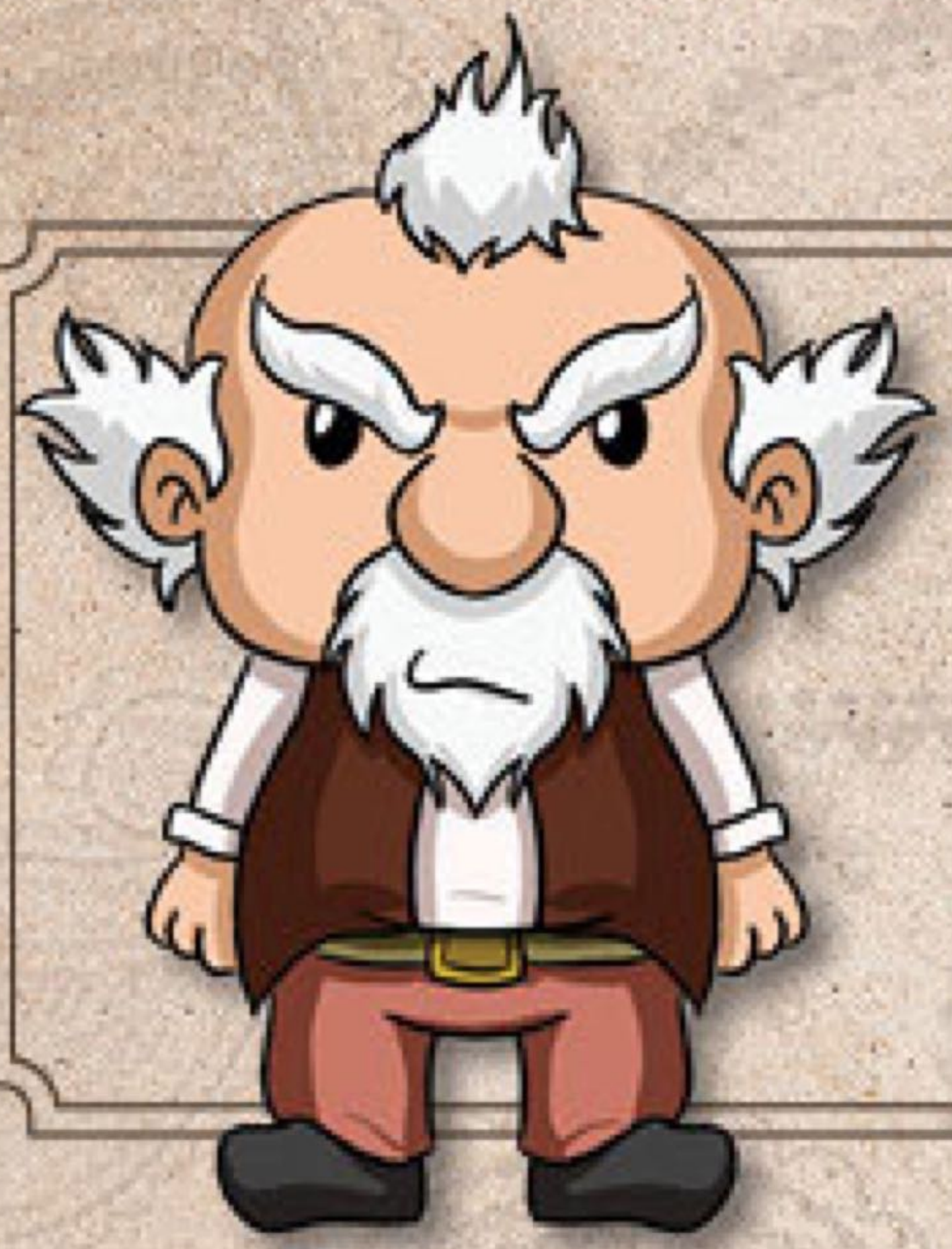
With sudden squalls of lightning, you'll soon come across a ghastly sight. Someone – or some*thing* – has completely destroyed some trees, barring your path forward. As Isaac and Lighter try their hardest to push the trees aside, head west. There, you find more chilling destruction. Townspeople will start theorizing about the perpetrator when suddenly Boney gets a whiff of something important.



I Hate Cliffhangers!

High above the scene, a red scrap of cloth hangs perilously from a tree branch. This is a possible clue! Wess arrives on the scene at last, unable to stay at home while everyone else is helping. He offers the services of his son, Duster, in the scaling of the cliff.





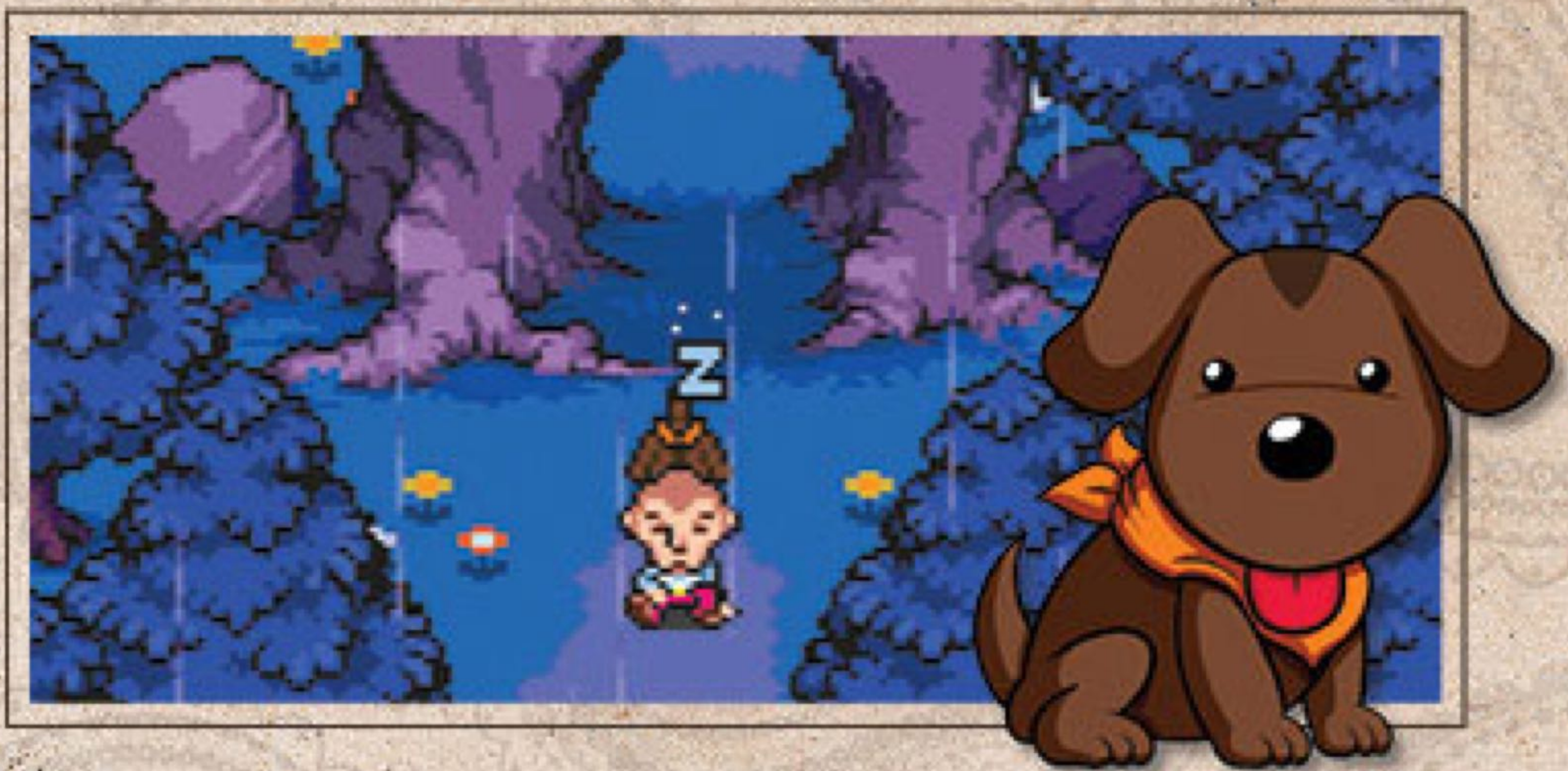
WESS

A kind-hearted old thief with a mean streak.

The only thing gruffer than Wess's appearance is his attitude! A retired thief, he spends his days training his son in the Thief Arts. However, there's nothing that'll keep this old man out of the action!

Every Dog Has His Day

Using a sock as an odiferous identifier, Wess prepares Boney for a mission. The prerogative? To find and bring Duster to the scene from his deep sleep. Run Boney, run!



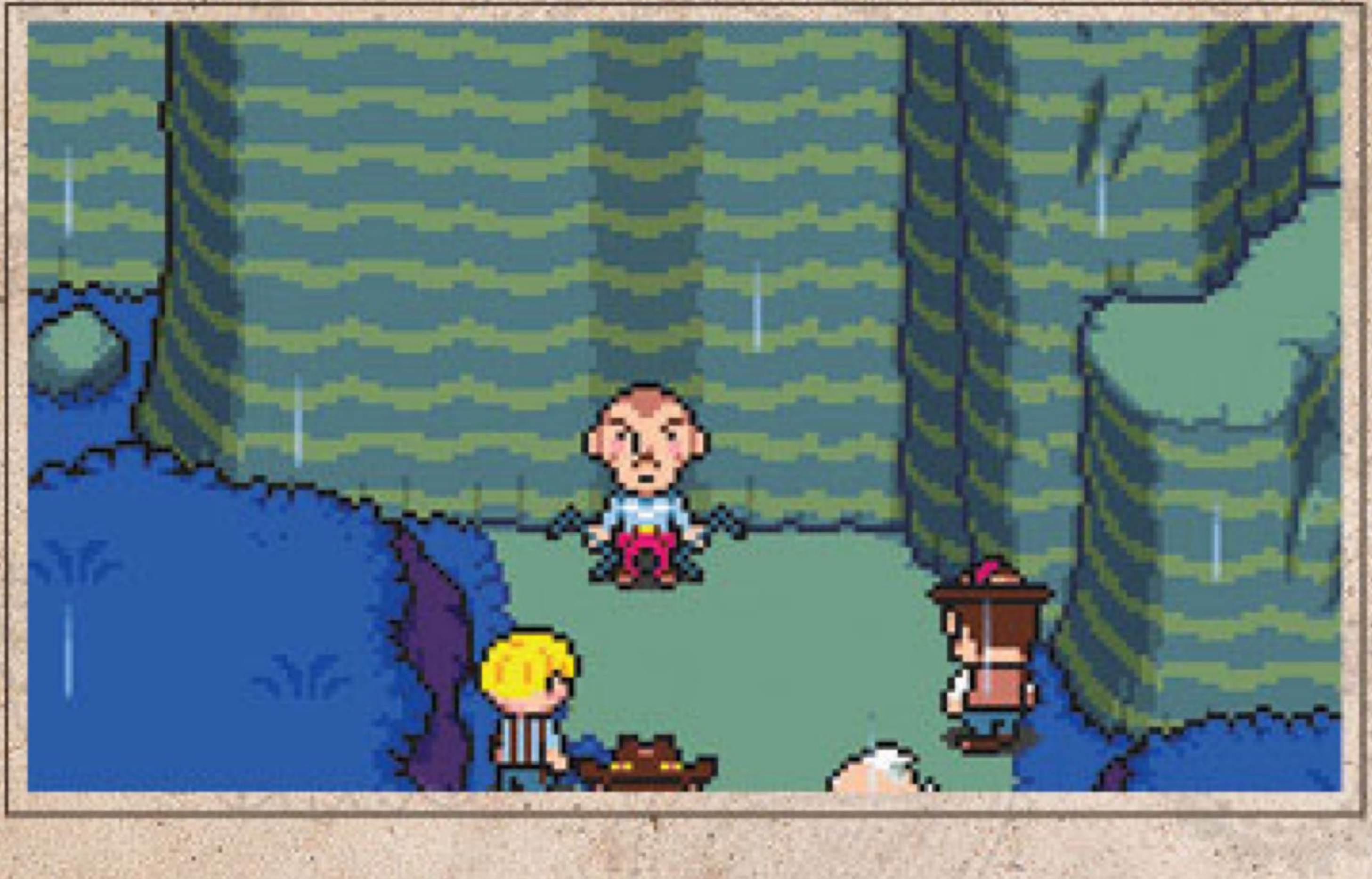
DUSTER

A limping thief proficient in many skills, yet lacking in personal hygiene.

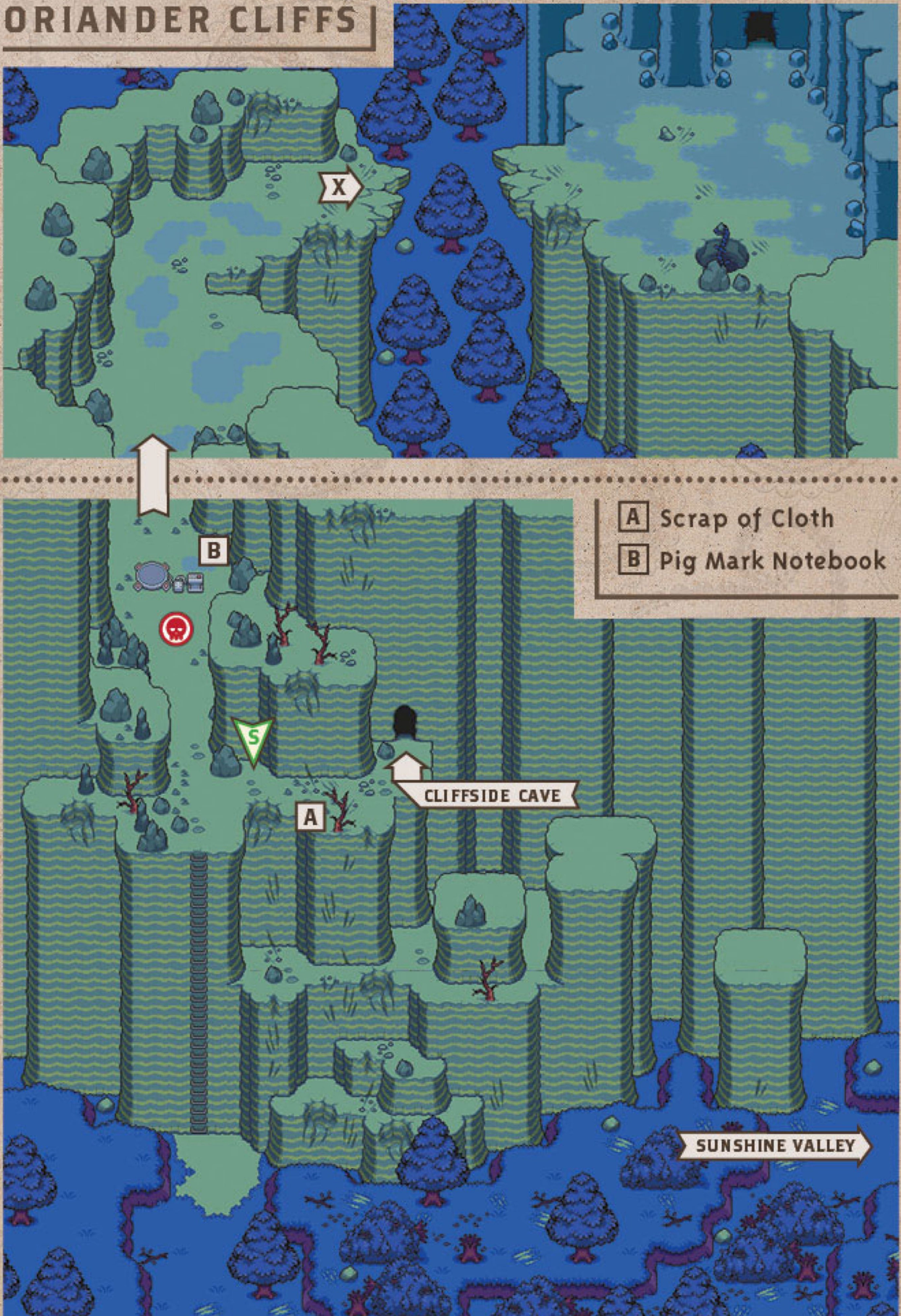
Duster may seem to be lazy at first, but he's truly quite a reliable friend. His tough father, Wess, constantly berates him with negative comments, but give him a chance and he'll pull through in the end. His mastery of the 'Wall Staple' technique is quite impressive to see.

A Staple for Exploration

After his stapling show, meet Duster at the top of the cliff. The rain will finally stop and, now that it's in reach, you can check out the cloth. You'll find it to be both familiar and foreboding. There's only one way to go from here, though, and that's onward.



ORIANDER CLIFFS


X
B
A
S
S
CLIFFSIDE CAVE
SUNSHINE VALLEY
SUNSHINE FOREST

A Scrap of Cloth
B Pig Mark Notebook

BOSS WARNING!

A GREEDY STASH

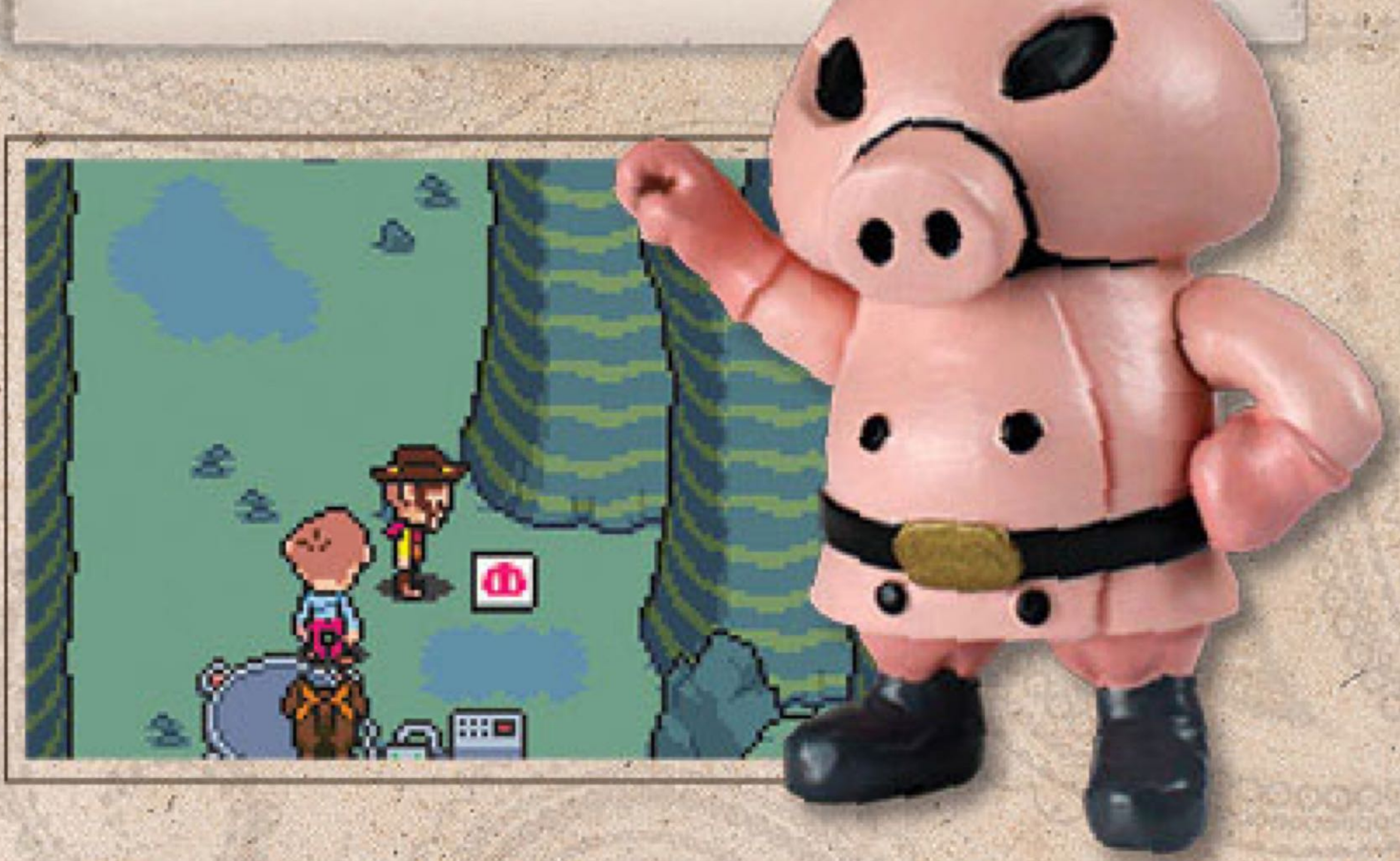
There's a small cave east of the tree that had the cloth on it. If you explore inside, you'll find some helpful food for the road ahead. Be sure to give some to Duster in case emergency healing is needed. Isn't the shape of this cave oddly familiar?

RECONSTRUCTED AWESOME??

Nearby, some Pigmasks are huddled over something suspicious.... Your confrontation with the masked soldiers heads south after they flip the switch. Live from the slab rises a truly heinous creation – the Reconstructed Caribou!

A Close Encounter of the Second Kind

In their hurried retreat, the Pigmasks drop some sort of notebook containing a set of heinous and disturbingly immature plans to mutilate the creatures living in the area. Your attempt to stop the escaping soldiers is seconds too late.



THE SUSPICION BULLETIN!

WATCH OUT

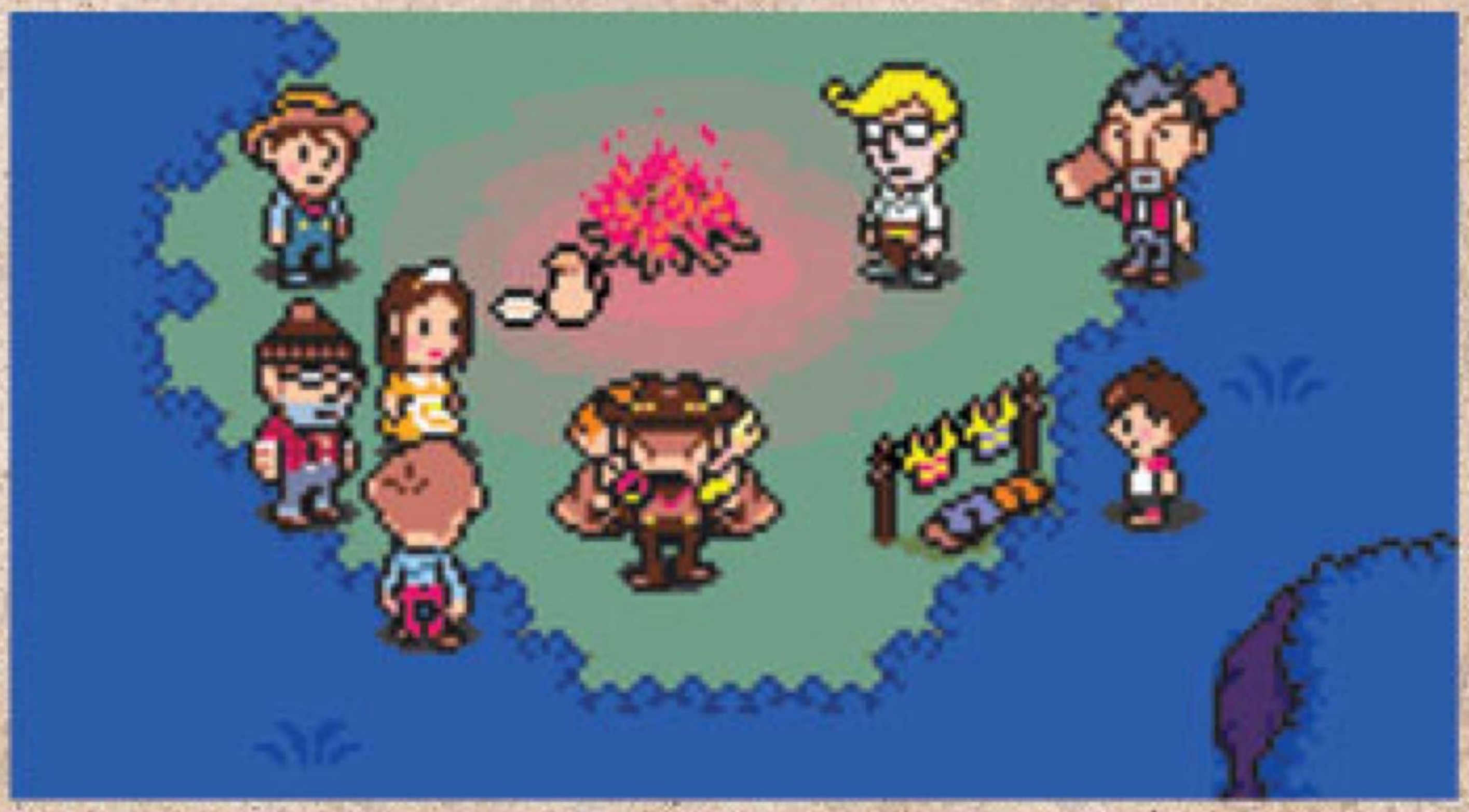
PIGMASKS?! - MEDDLESOME MYSTERIES

ALERT!

As recent tragedies strike our town of Tazmily, a group of masked soldiers seem to be behind the terrible events. Our townspeople have recorded the following evidence:

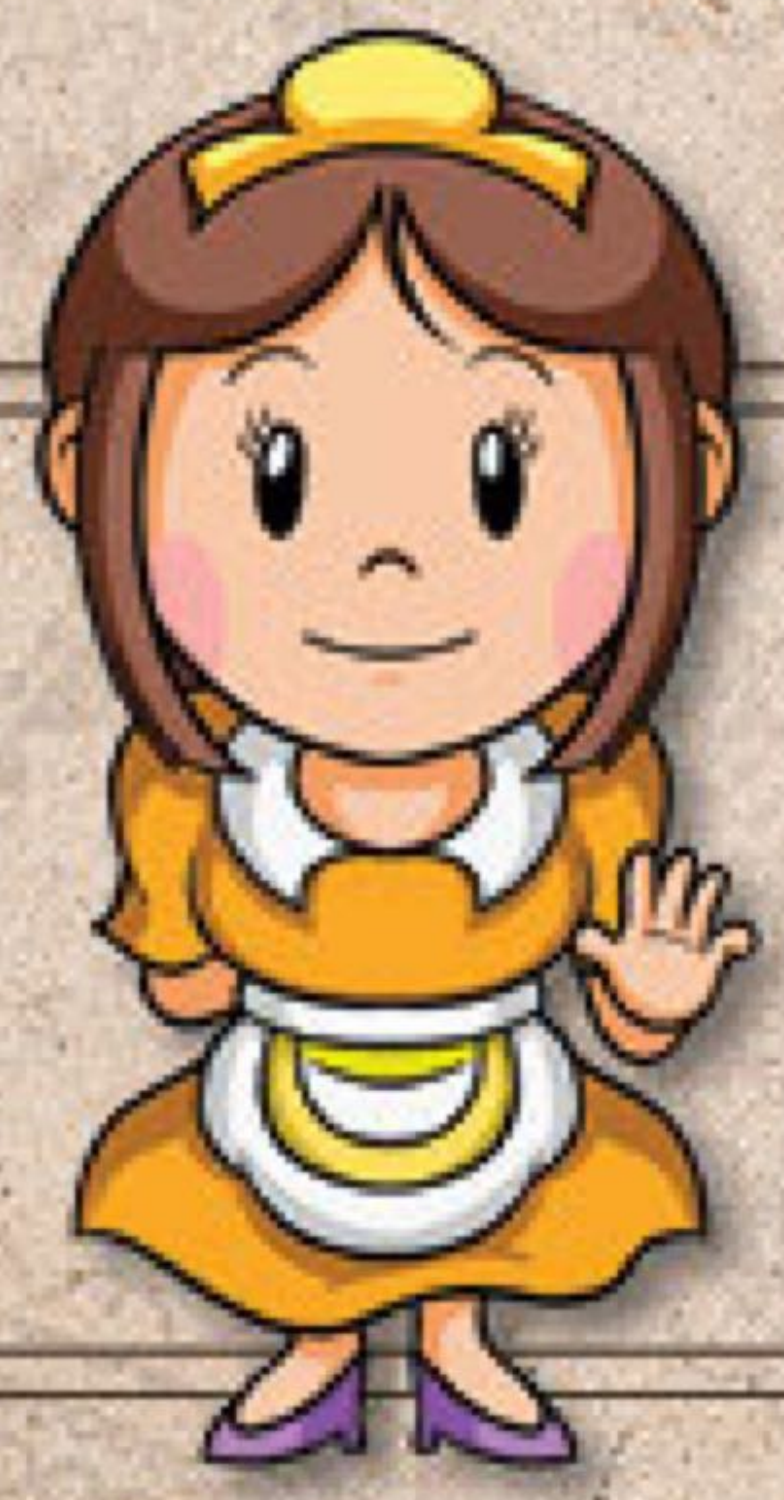
- Troops were seen laying explosives in the Sunshine Forest, resulting in the recent fiery fiasco.
- Pigmasks were seen releasing strange animals which injured Lighter, destroyed his home, and endangered his son.
- Resident animals were abused and modified into terrible fighting machines against their will.
- 'The Fascinating Chimera Project', a booklet full of threats and instructions for deforming our wildlife, was recently recovered from a fleeing Pigmask.

It is believed that these invaders are behind the destruction of the northern cliffs and the disappearance of Flint's family. Keep a careful eye out, report mysterious activity, and stay vigilant until these perpetrators are caught!



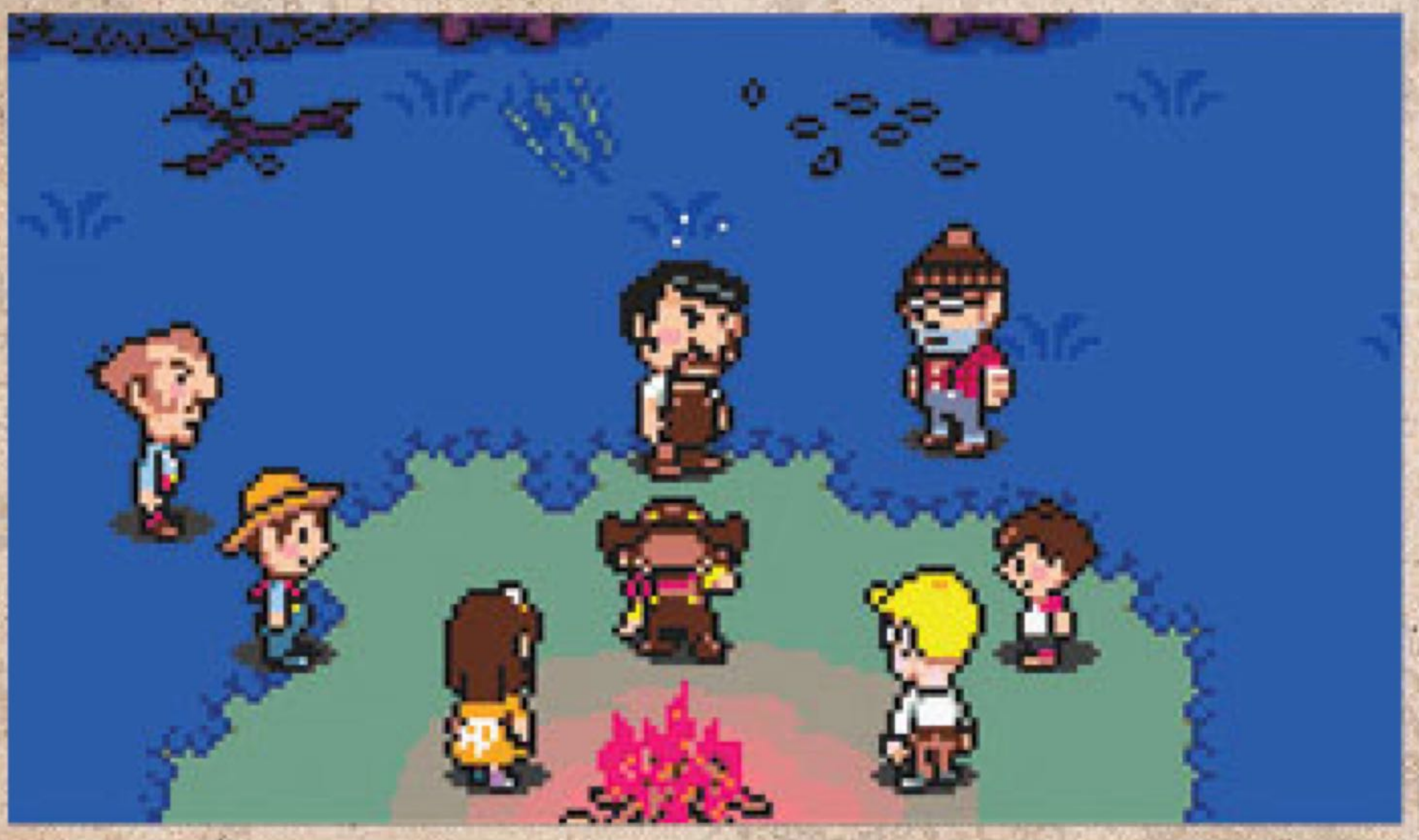
The Boys are Back in Town

At the base of the cliff, Jonel has has some good news! The tree blocking the way has been successfully moved and your sons Lucas and Claus have been found by the riverside! Head east to find them huddled around a warm fire under Tessie's care. After a touching reunion, you decide to stay with your boys while the other search parties comb the area for Hinawa.



TESSIE

A kindhearted woman proficient as a medical nurse.

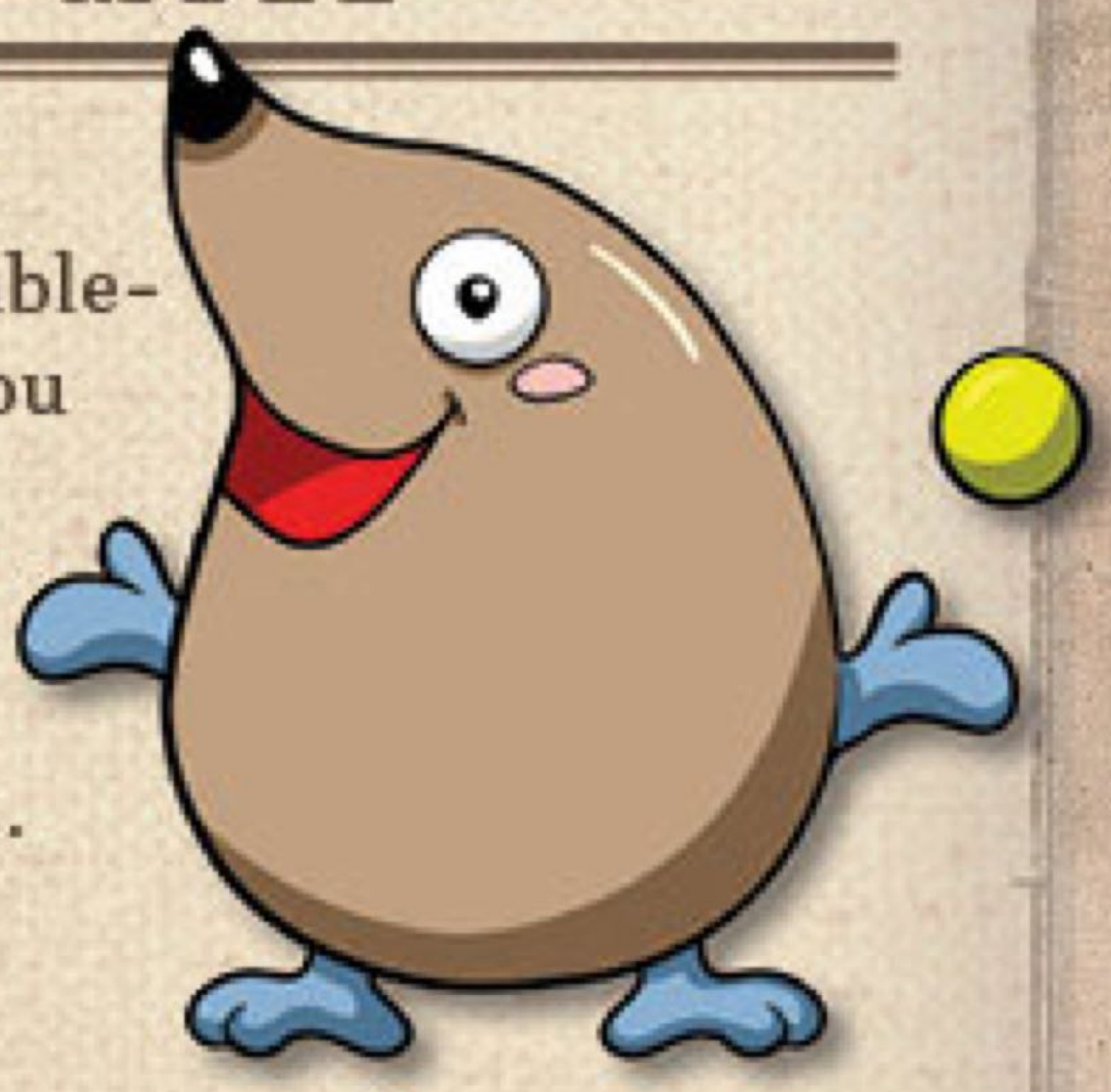


Bitter Realization

As you attempt to extract information from the boys, a harried Bronson arrives with both good and bad news. Bronson tries to offset his revelation with something positive, but tactlessly blurts out his dark discovery. Hinawa has been found -- dead. Flint, overcome with rage, lashes out in every direction with a fiery plank until Lighter subdues him.

ENEMIES

MISCHIEVOUS MOLE

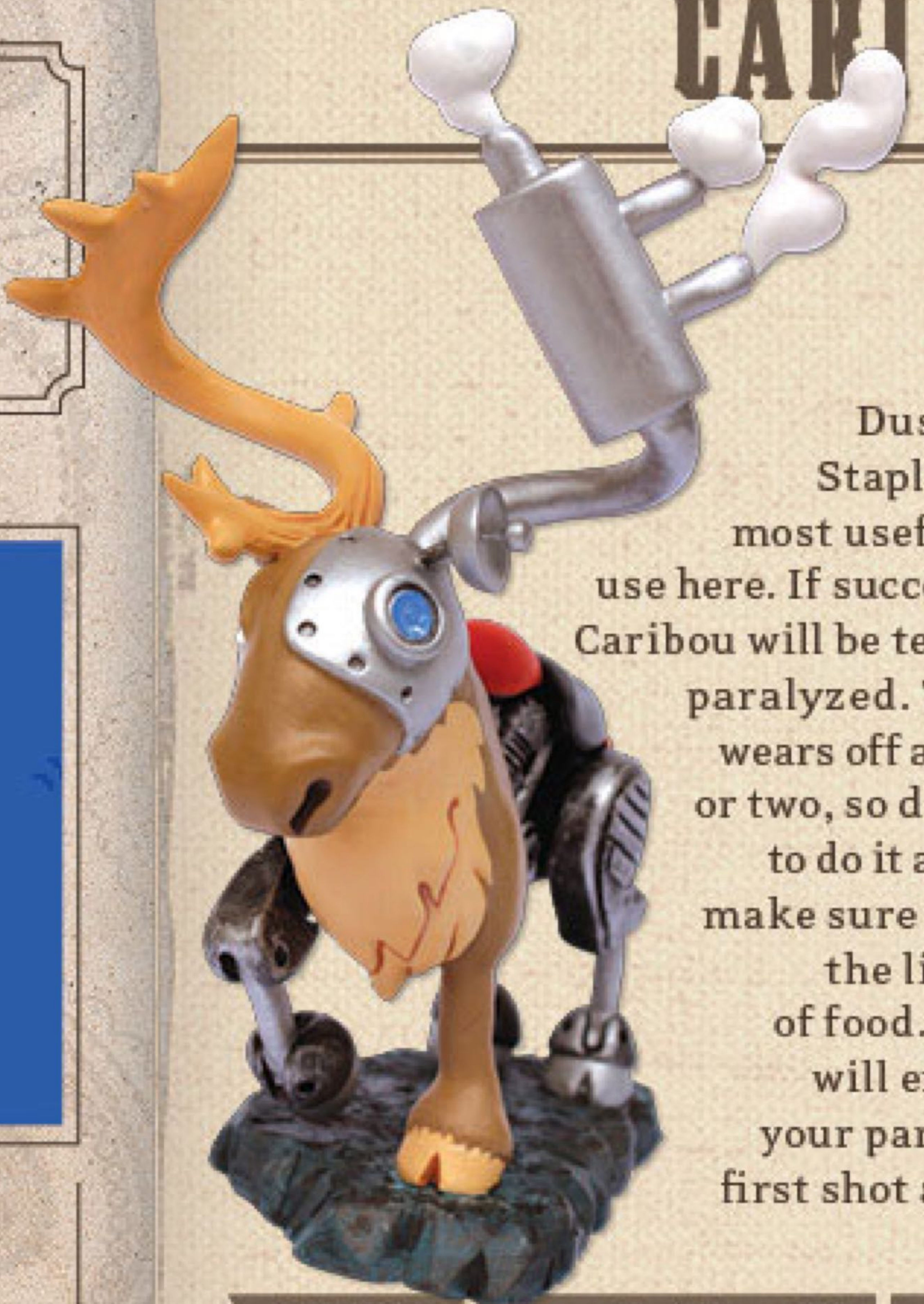


This rodent shouldn't give you too much trouble- it will probably give you bread instead! They never team up, so don't worry about getting into big fights.

Nut Bread (70%)

HP: 103 | **OFF: 50** | **DEF: 17** | **EXP: 31**

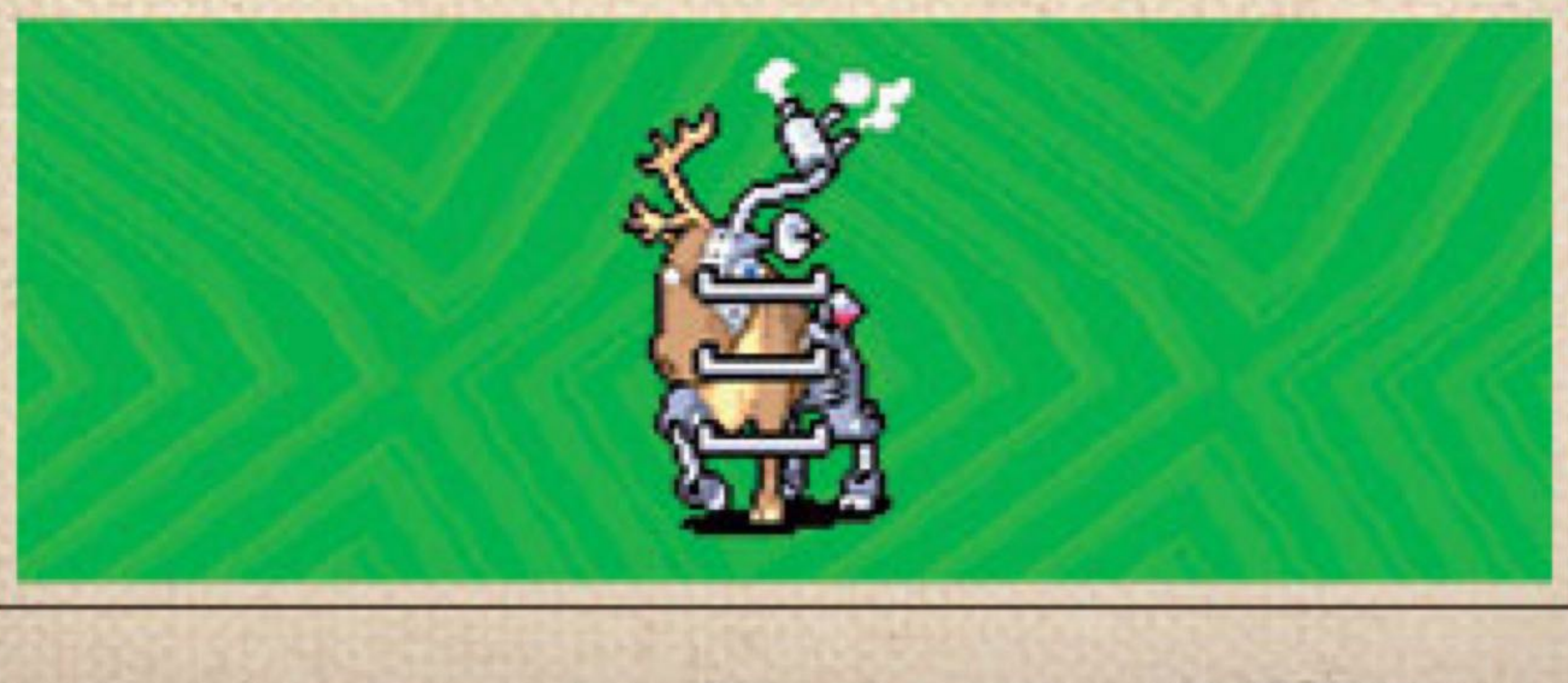
RECONSTRUCTED CARIBOU



MINI BOSS

Duster's Wall Staples are the most useful skill to use here. If successful, the Caribou will be temporarily paralyzed. The effect wears off after a turn or two, so don't be shy to do it again. Also make sure Boney has the lion's share of food. His speed will ensure that your party has the first shot at healing.

HP: 512 | **OFF: 57** | **DEF: 21** | **EXP: 112**



CHAPTER №1

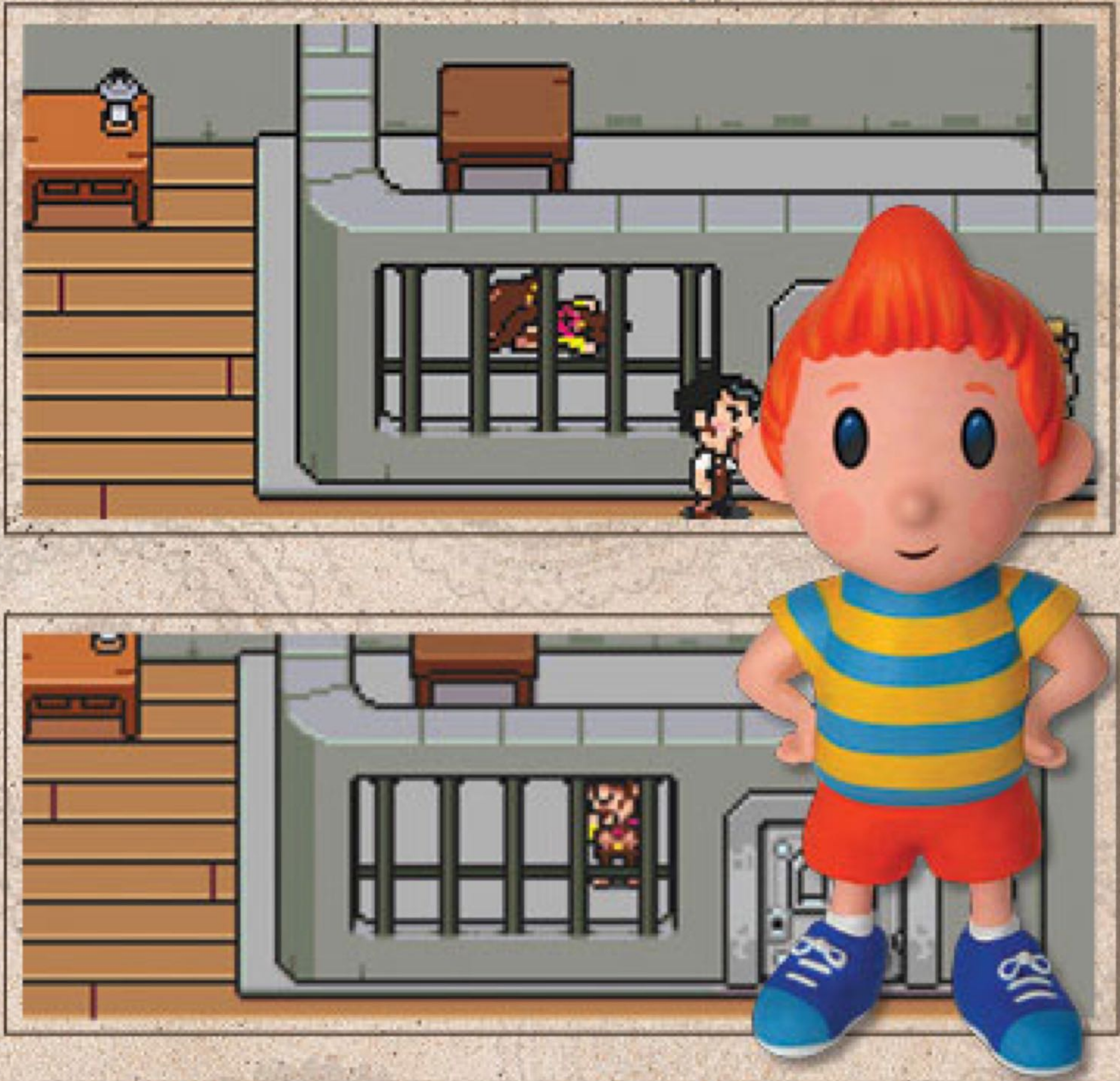
PART №3

TORN APART

The aftermath of a tragedy sets a family drifting apart, forever transforming cherished memories into bittersweet reminders.

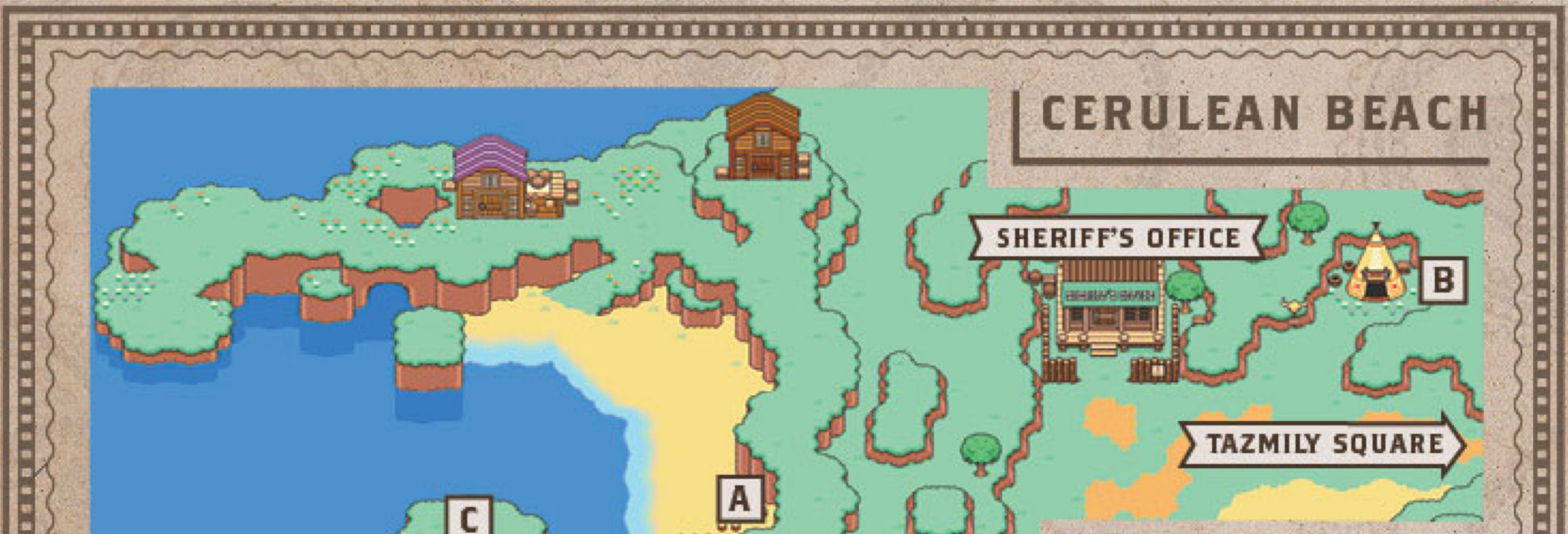
Flint Behind Bars

When you wake, Bronson will chat with you a bit about last night's events. As the first prisoner of Tazmily, he's not sure what to do with you, so he tells you to cool off a bit before retrieving the Drago Fang from him. To pass the time, check your surroundings and the door.



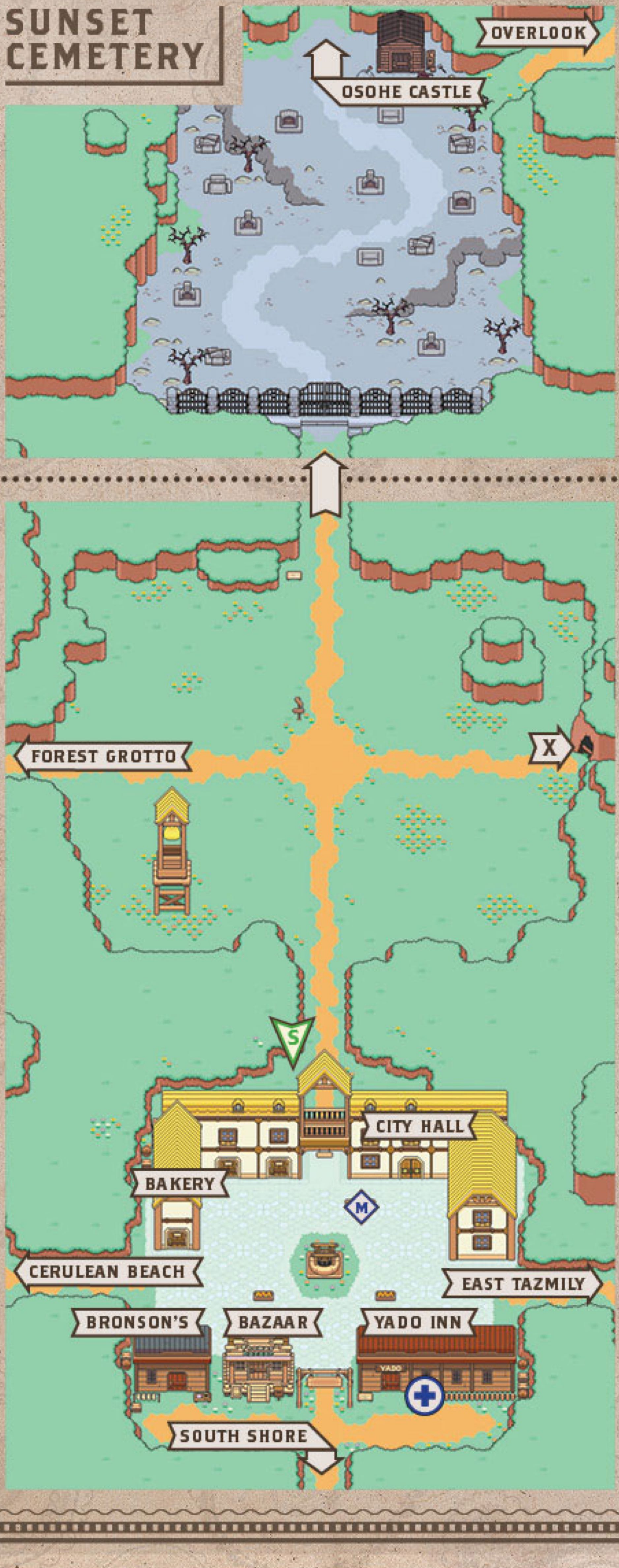
An Apple a Day

After a short while, Claus will show up. With the funeral nearly over, he leaves you an apple and a hint before leaving. Bite into the apple to discover a tool to help you escape!



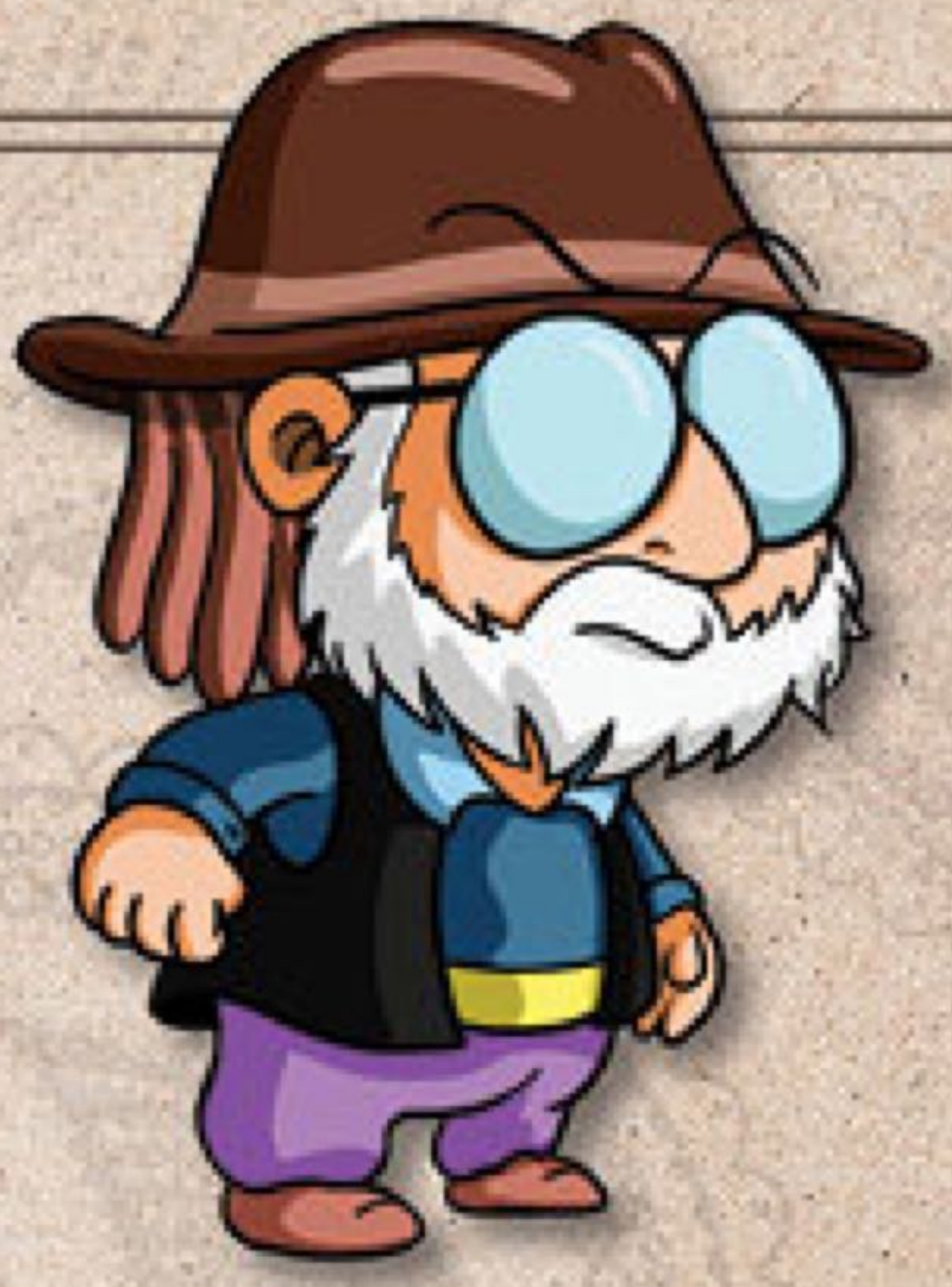
A Edible Mushroom
B Nut Bread
C Manly Bandana

SUNSET CEMETERY


OVERLOOK
OSOHE CASTLE
FOREST GROTTO
X
S
CITY HALL
BAKERY
M
CERULEAN BEACH
EAST TAZMILY
BRONSON'S
BAZAAR
YADO INN
SOUTH SHORE

A Grave Situation

The air in town is heavy indeed. Heading over to the cemetery, you find Hinawa's father, Alec. A quick family discussion sets a plan in motion: Claus must be found! First, however, you ought to prepare for your journey.



ALEC

He knows much about the Nowhere Islands, including the mysterious Magypsies. His sense of humor is great and he cares deeply for his family. With a laid-back disposition, he often tries to lighten any tension he may sense. "Come on, now. That's no good. Smile! And relax!"

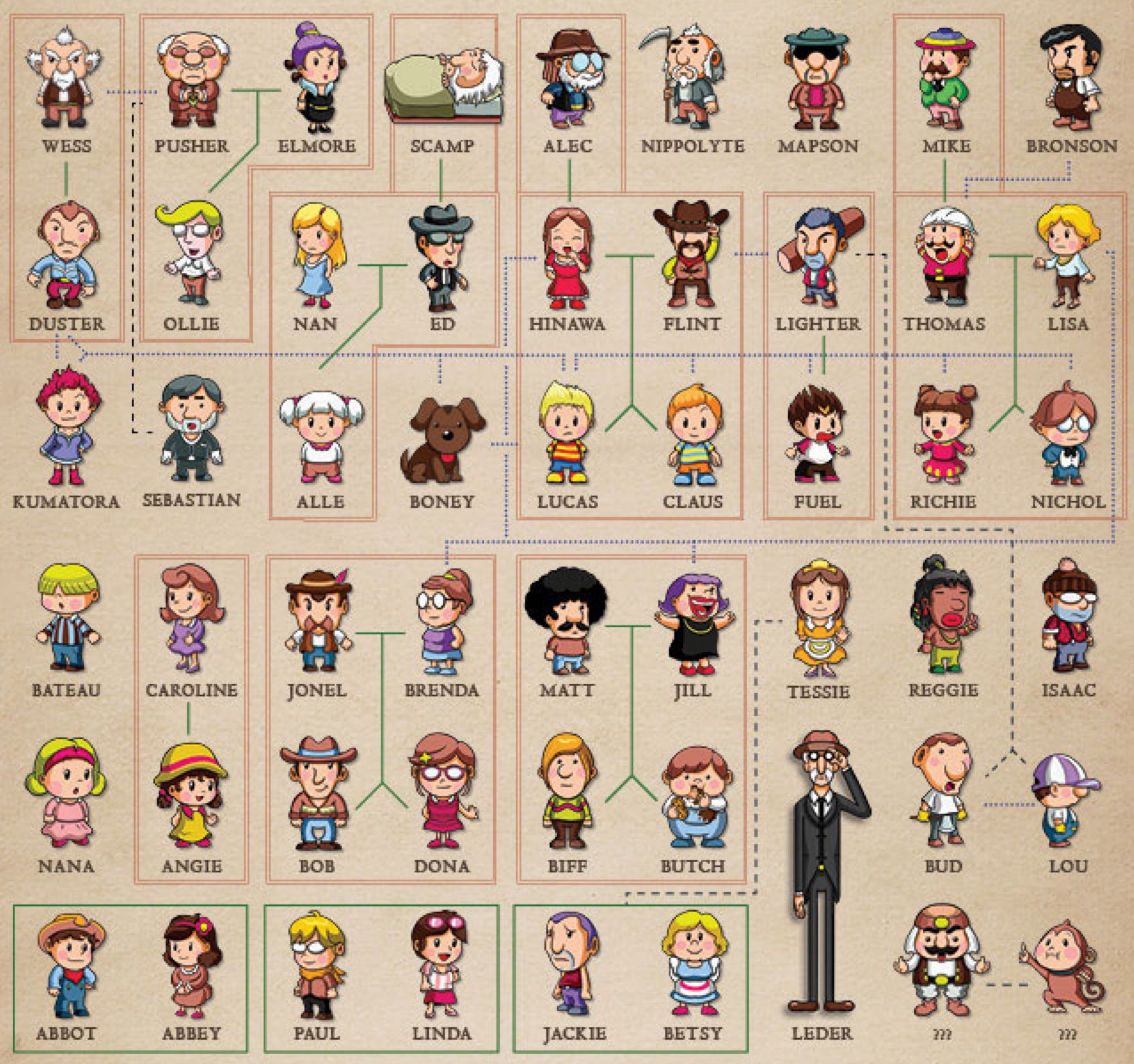
HINAWA

Daughter of Alec
Wife to Flint
Mother to the twins
Lucas & Claus

VILLAGE OF TAZMILY

The denizens of Tazmily are intertwined with relationships, friendships and other 'ships' yet to be discovered. Some in Tazmily have formed strong bonds while others remain to themselves.

BLOOD RELATED / FAMILY
MARRIED / OFFSPRING
FRIENDSHIP / RELATIONSHIP
EMPLOYED & WORKING FOR


WESS
PUSHER
ELMORE
SCAMP
ALEC
NIPPOLYTE
MAPSON
MIKE
BRONSON
DUSTER
OLLIE
NAN
ED
HINAWA
FLINT
LIGHTER
THOMAS
LISA
KUMATORA
SEBASTIAN
ALLE
BONEY
LUCAS
CLAUS
FUEL
RICHIE
NICHOL
BATEAU
CAROLINE
JONEL
BRENDA
MATT
JILL
TESSIE
REGGIE
ISAAC
NANA
ANGIE
BOB
DONA
BIFF
BUTCH
BUD
LOU
ABBOT
ABBEY
PAUL
LINDA
JACKIE
BETSY
LEDER
???
???

Fang You Very Much

Bronson has been keeping his mind off of last night's events by forging a weapon from the Drago Fang. He entrusts you with it, knowing that it's the only weapon capable of piercing a Drago's hide.

MASCULINE EQUIPMENT

After the funeral Lighter will leave the scene. Go to Cerulean Beach to find him and chat for a bit. He'll give you the Manly Bandana.

BIRDS ON THE WING

Perched upon the beach is a group of pigeons. If you try to talk to or walk by these birds, they will flee into the sky. Nothing's more satisfying than dashing into them, however!

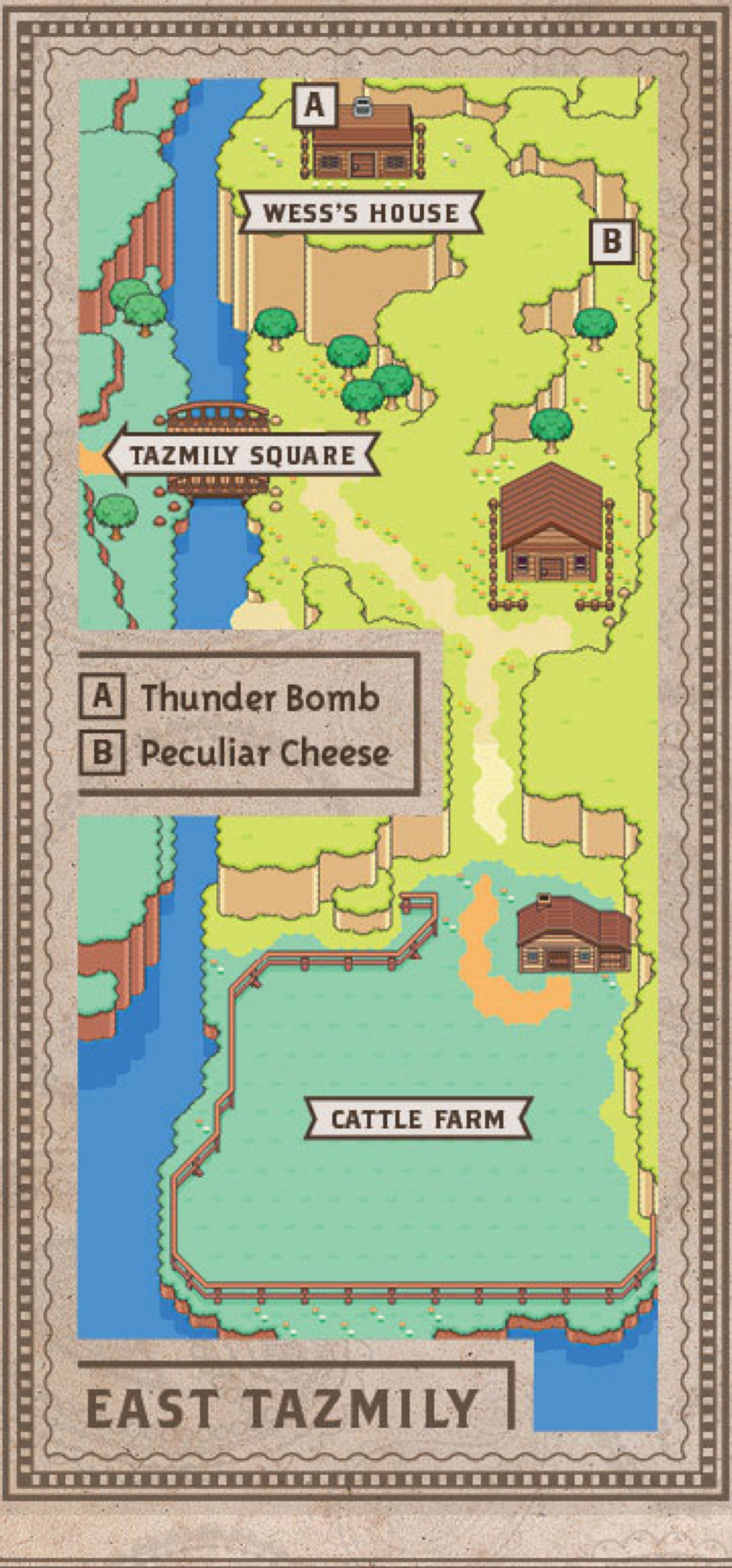
SCATTERED SEEDS

You may have noticed small nuts scattered around Tazmily. While they only recover 5 HP a pop, they refill and move every time you enter Cross Road.

NUTTY COMBINATIONS

Got a handful of nuts burning a hole in your pockets? Well, bring 'em in to Caroline's Bakery and cook them into something more useful!

1 nut = Nut Cookie | 3 nuts = Nut Bread



TAZMILY VILLAGE — THOMAS'S BAZAAR — BARTERING SHOP

THOMAS'S BAZAAR

- *Organic & Fresh!*
- *Only Top Quality!*
- *FREE!*

In this town, everything's up for grabs—take what you need, no need for money! Items are set out right before you walk in the door, so once you see the wares, they don't change. However, if you happen to visit before viewing Hinawa's grave, the shop will restock, so be sure to come back later! The items potentially available include:

Flea Charm
Defense +5
(always present on your first visit)

Running Bomb
Battle Item
(always present on your first visit)

Better Stick
Offense +20
(very rare!)

Fresh Milk
Recovers 80 HP
(spoils quickly)

Innit Tea
Restores 15 HP

Antidote
Cures Poison Status

Nut
Restore 5 HP

Ancient Banana
Battle Item

Edible Mushroom
Restores 20 HP

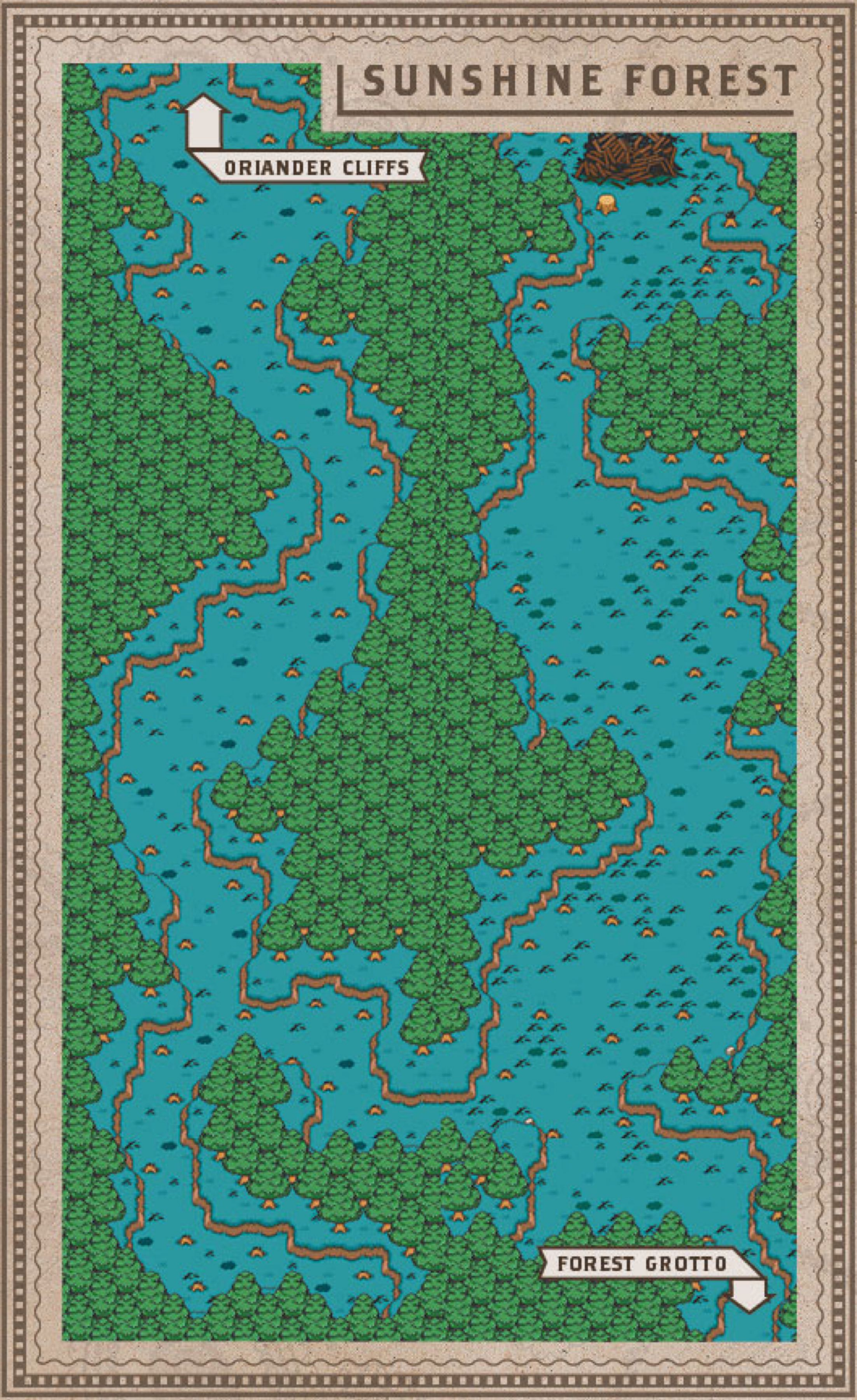
Anti-Paralysis
Cures Paralysis status

A NEW GUEST

If you explore the southeast cattle farm, you'll find an unfamiliar face. Just who is this strange merchant?

T-BOMB'S AWAY!

Before heading to Alec's house, talk to Wess (east of town). He'll give you another Thunder Bomb. Get the one out back too!



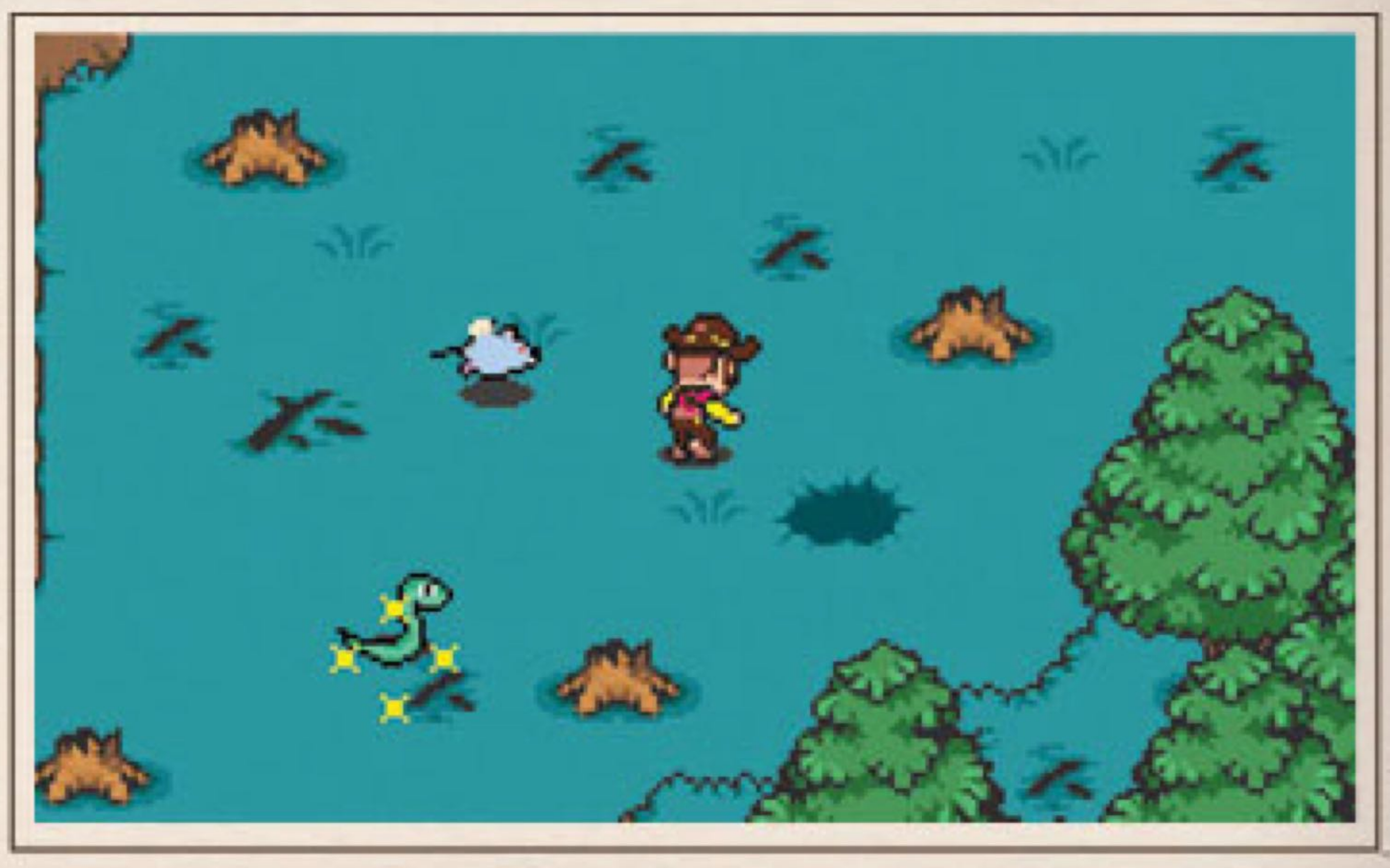
Just a Sunshine Day

Fully prepared for the journey ahead, Flint must now trek up to Alec's house to start his search. Have Mapson mark your map to make the trip through Sunshine Forest easier, but be wary about the new wildlife that emerged in the daylight!

Grab the items in the giftboxes if you haven't already!

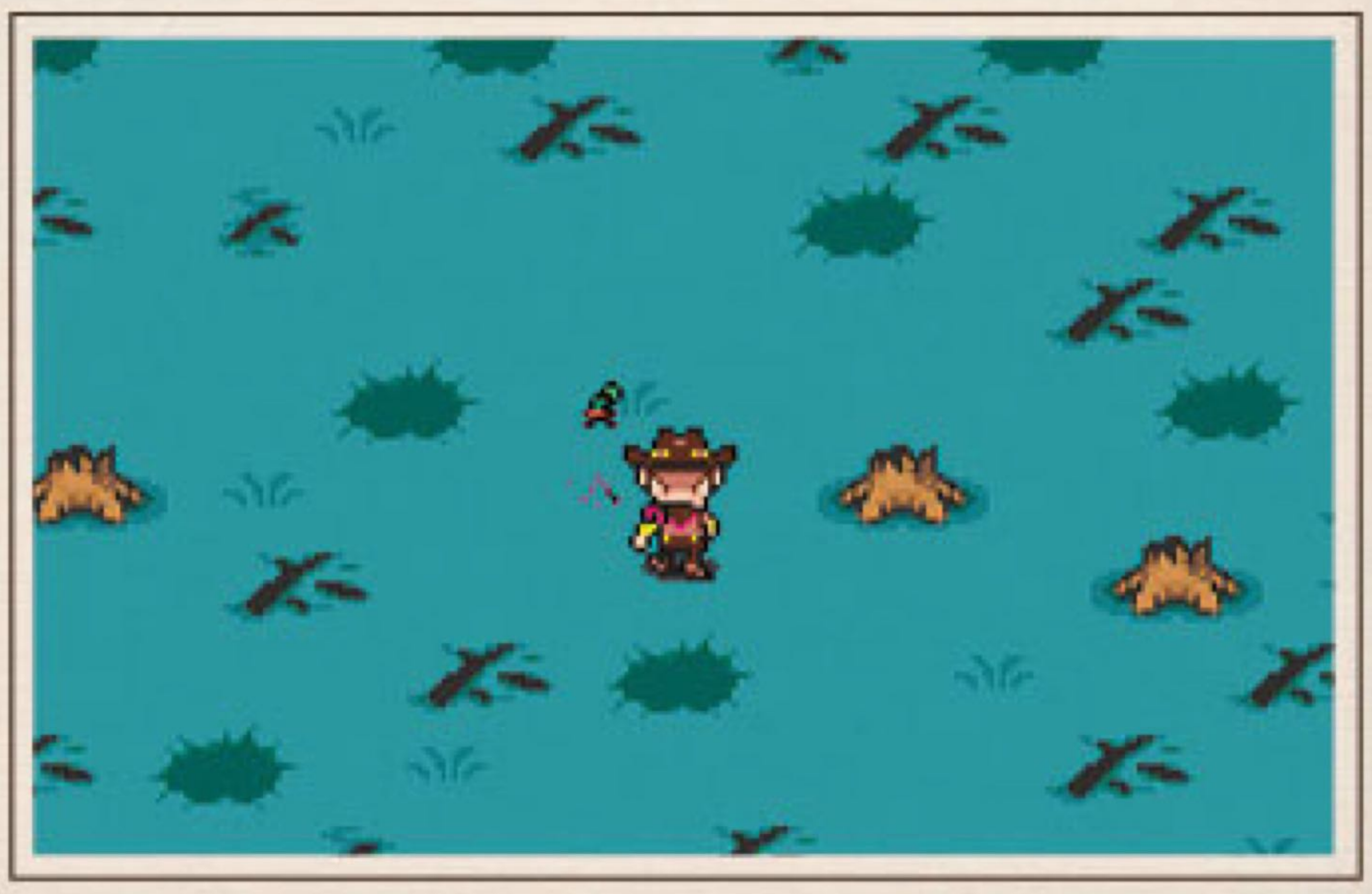
JUST PASSING THROUGH

If you dash at enemies, you may find some pushovers – literally! This is based on your strength relative to theirs. You'll completely knock out weak enemies, while stronger enemies will only be temporarily stunned. Sadly you won't gain any experience from these maneuvers.



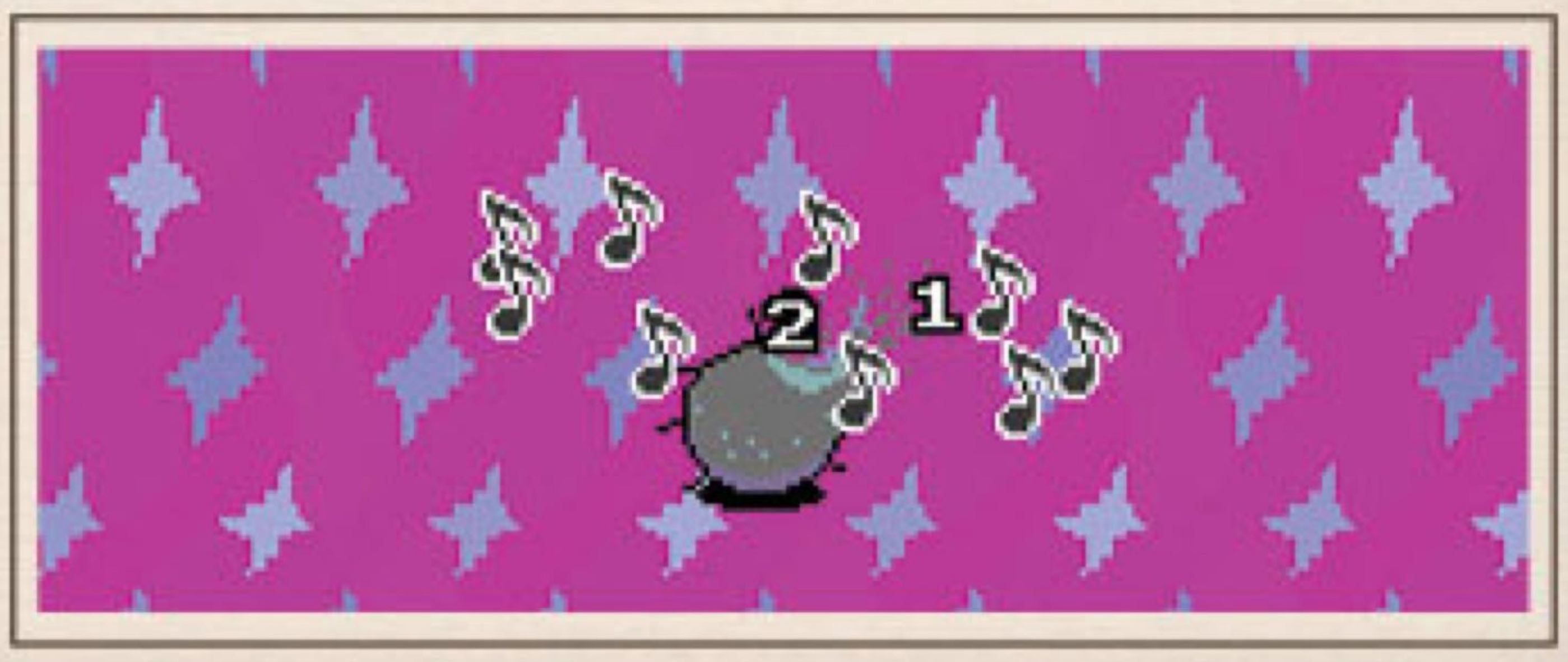
BEANY BABIES

Beanlings are fast, tiny enemies which jump out of the ground. Run one down and beat it for a huge Exp. payoff!

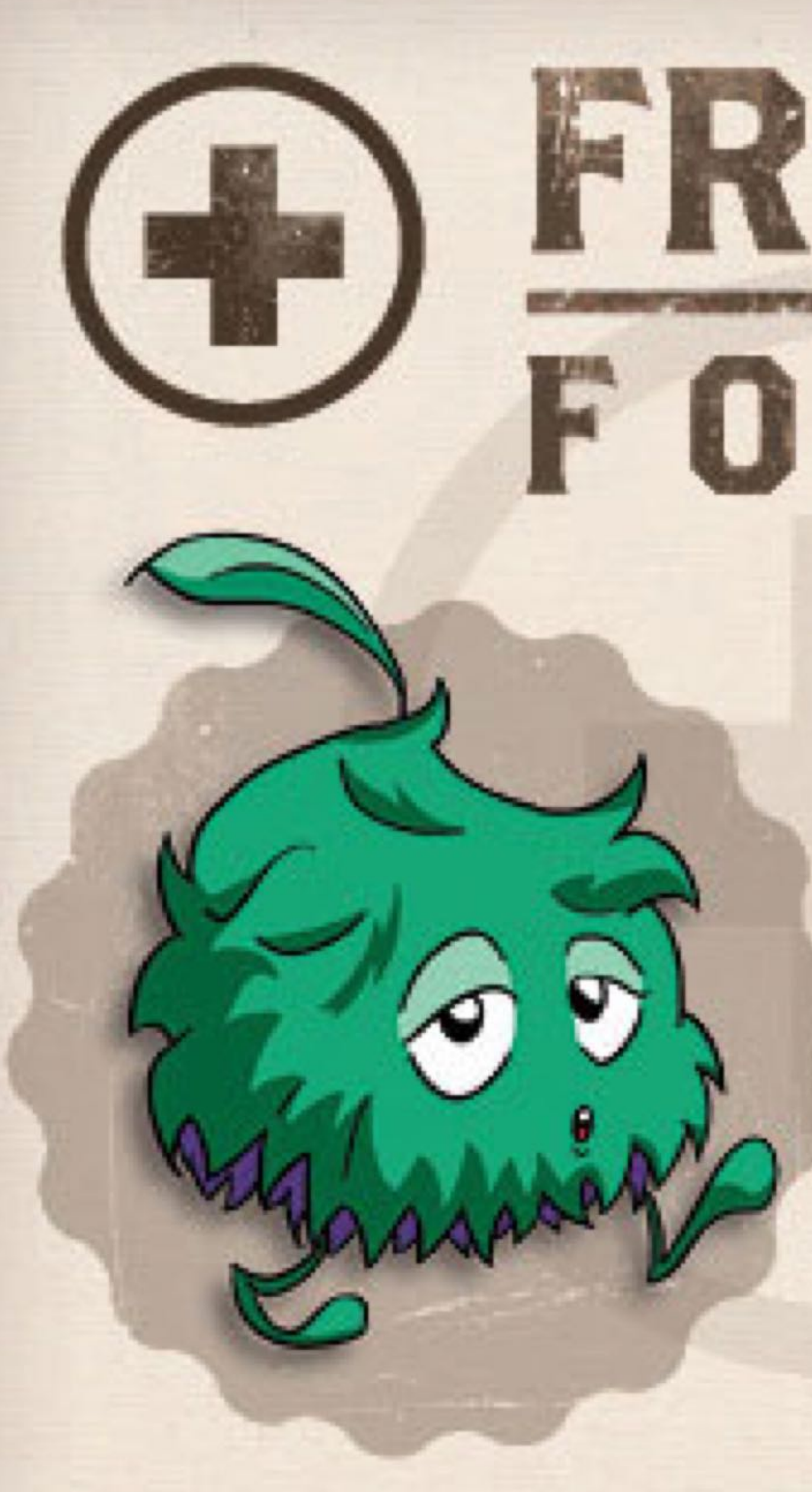


A DIRTY SECRET

Small spherical foes called Soot Dumplings roll around the wreckage of Lighter's scorched property. If you have skill in music combos, their Exp. yield will shoot your levels through the roof!



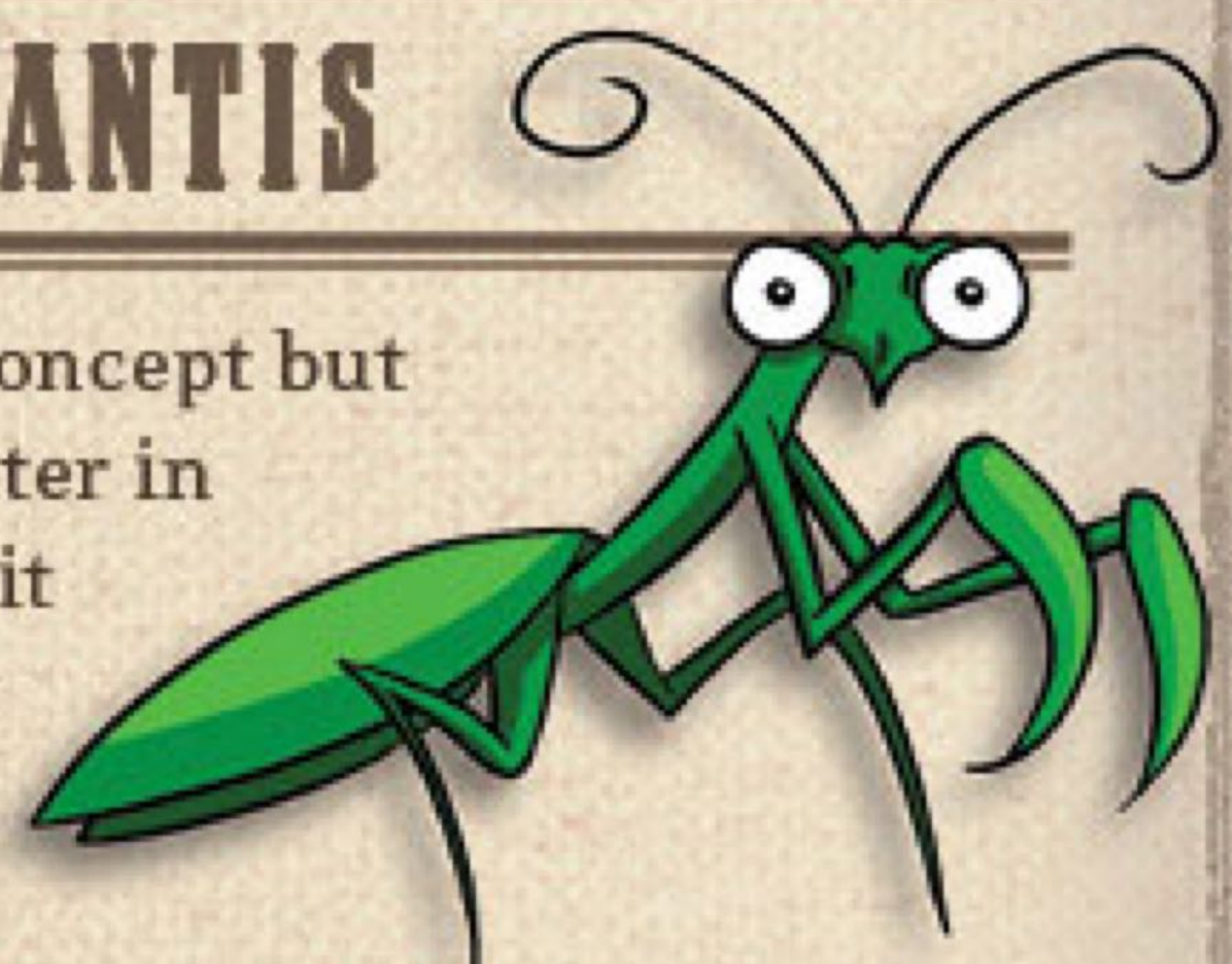
FRIENDLY FOLIAGE



The Walking Bushie appears near the cliff where you found the scrap of Hinawa's dress. This odd character heals your party and then politely runs away, so be kind and don't attack him!

ENEMIES

PRAYING MANTIS

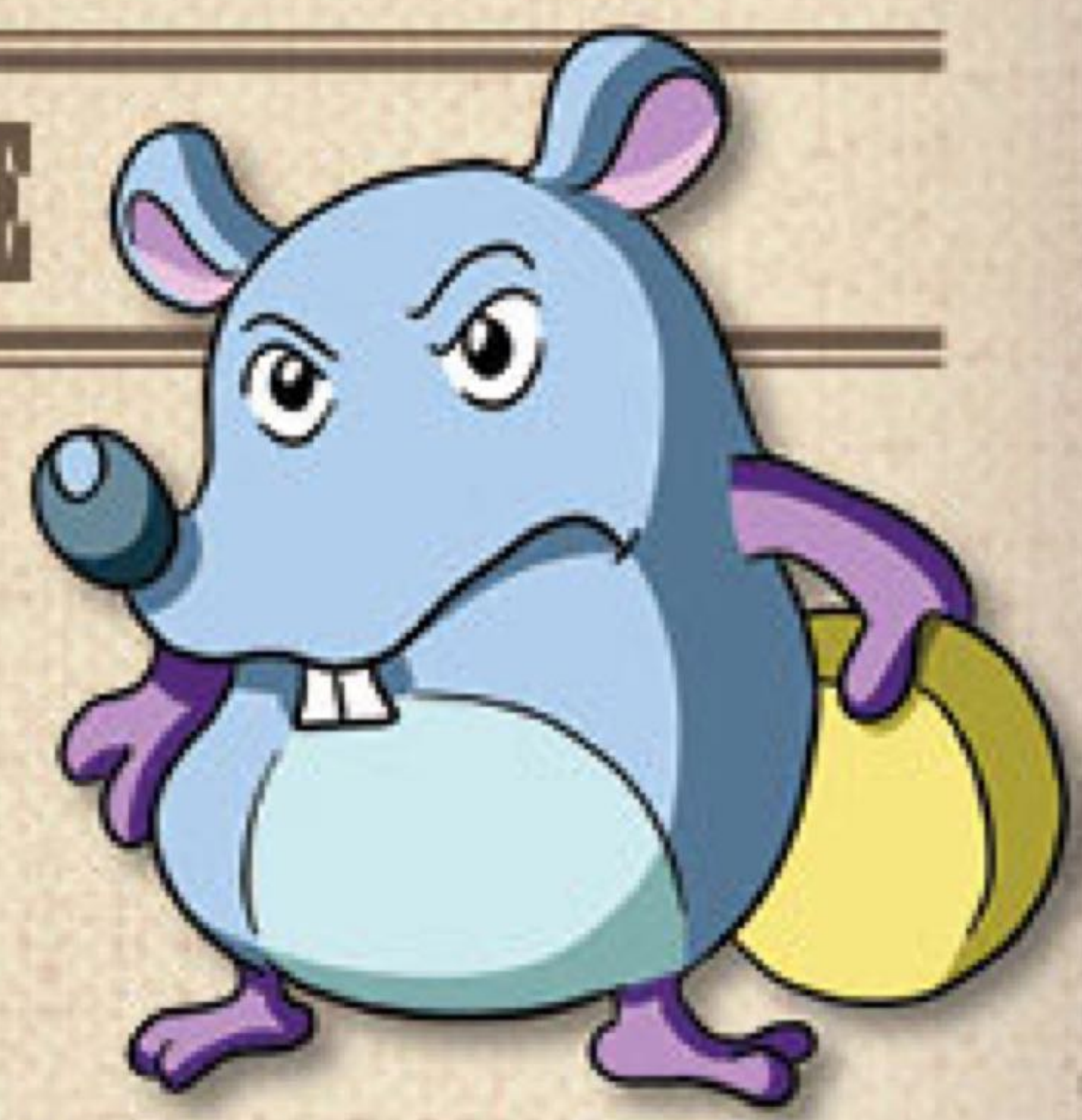


It's a cool bug in concept but not much of a fighter in practice. Perhaps it should be praying for your mercy!

Nut (50%)

HP: 34 | **OFF: 32** | **DEF: 3** | **EXP: 2**

GREEDY MOUSE

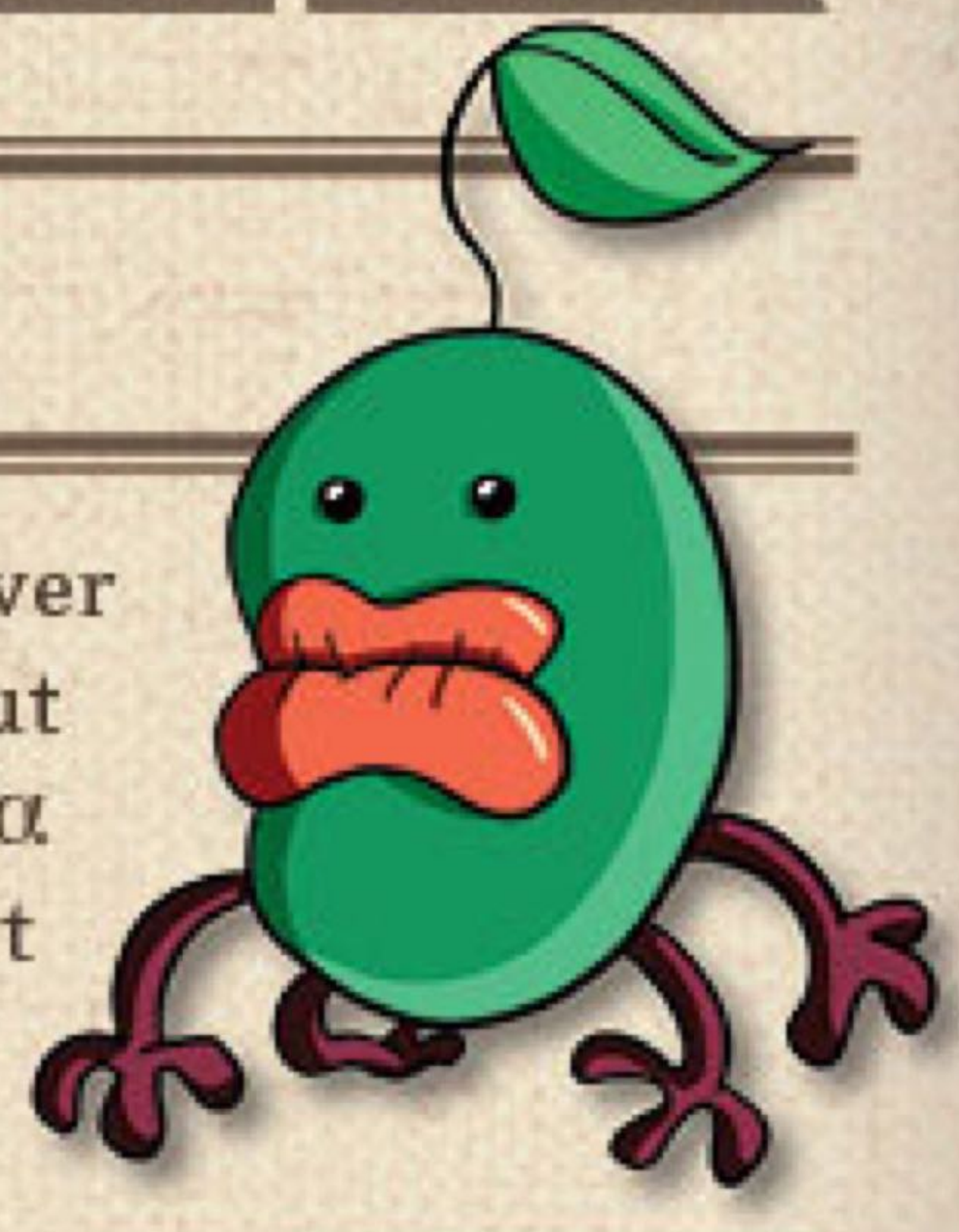


An inability to share led it to its battle with you. Teach it a lesson with a couple hits and hope that the little vermin leaves you a treat to snack on after the bout.

Peculiar Cheese (20%) / Nut Bread (20%)

HP: 86 | **OFF: 47** | **DEF: 16** | **EXP: 35**

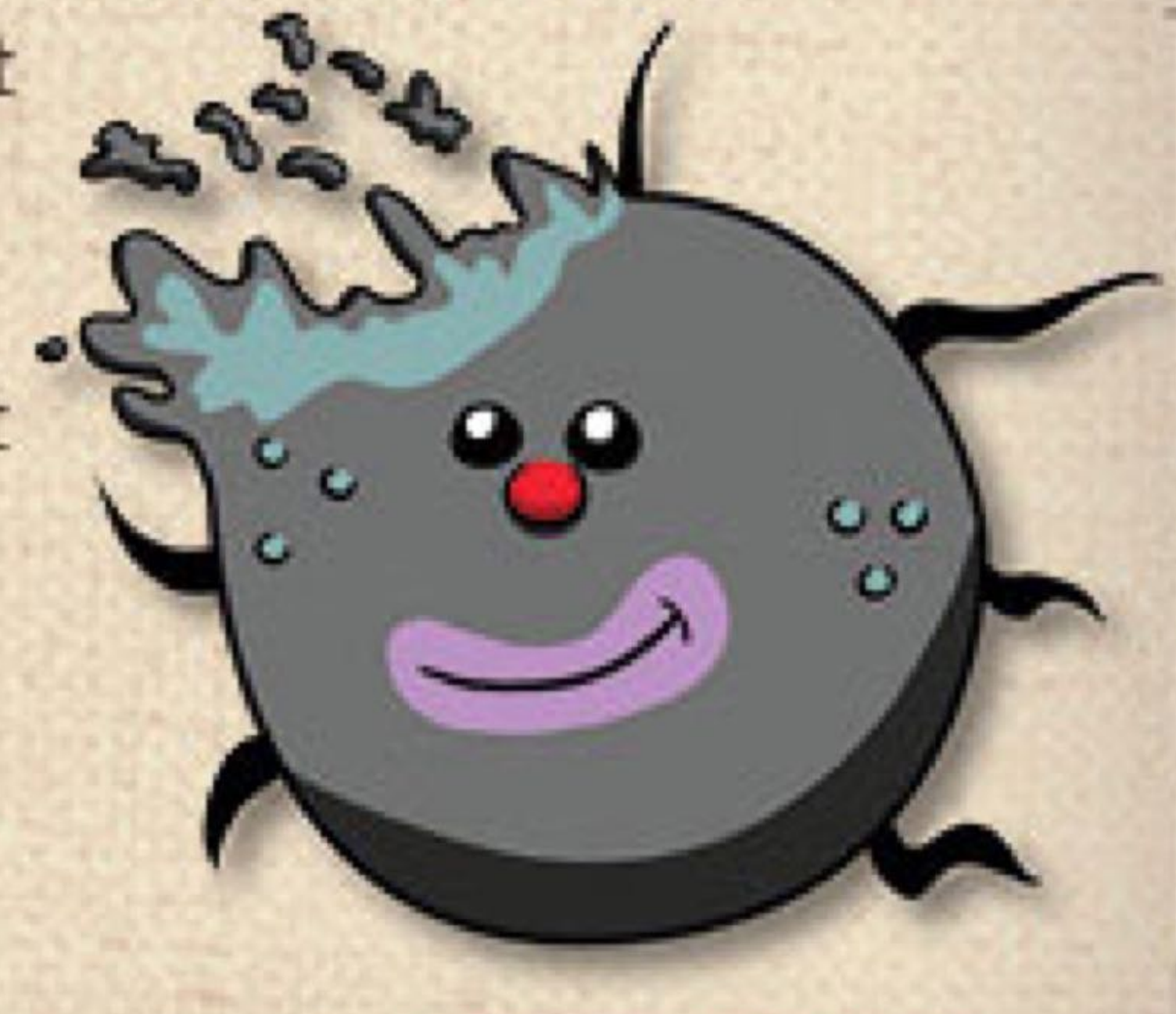
BEANLING



It may seem like a pushover since it runs from you, but this plant packs PK Fire α if you manage to fight it face-to-face.

HP: 138 | **OFF: 43** | **DEF: 20** | **EXP: 538**

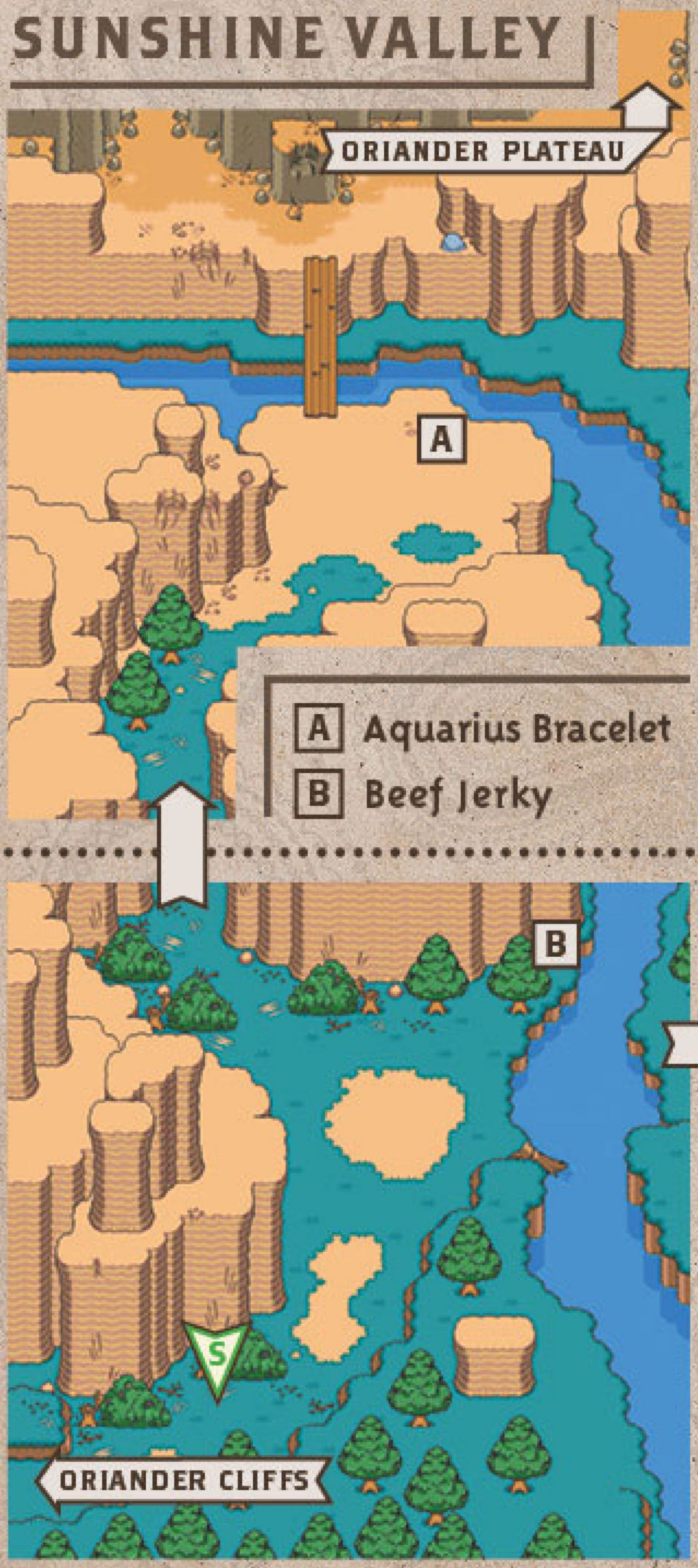
SOOT DUMPLING



It only takes a few rounds of battle for this foe to blow away like dust in the wind, so your best bet to defeat this defensive fluffball is to string together some perfect combos. Their high experience yield is well-deserved.

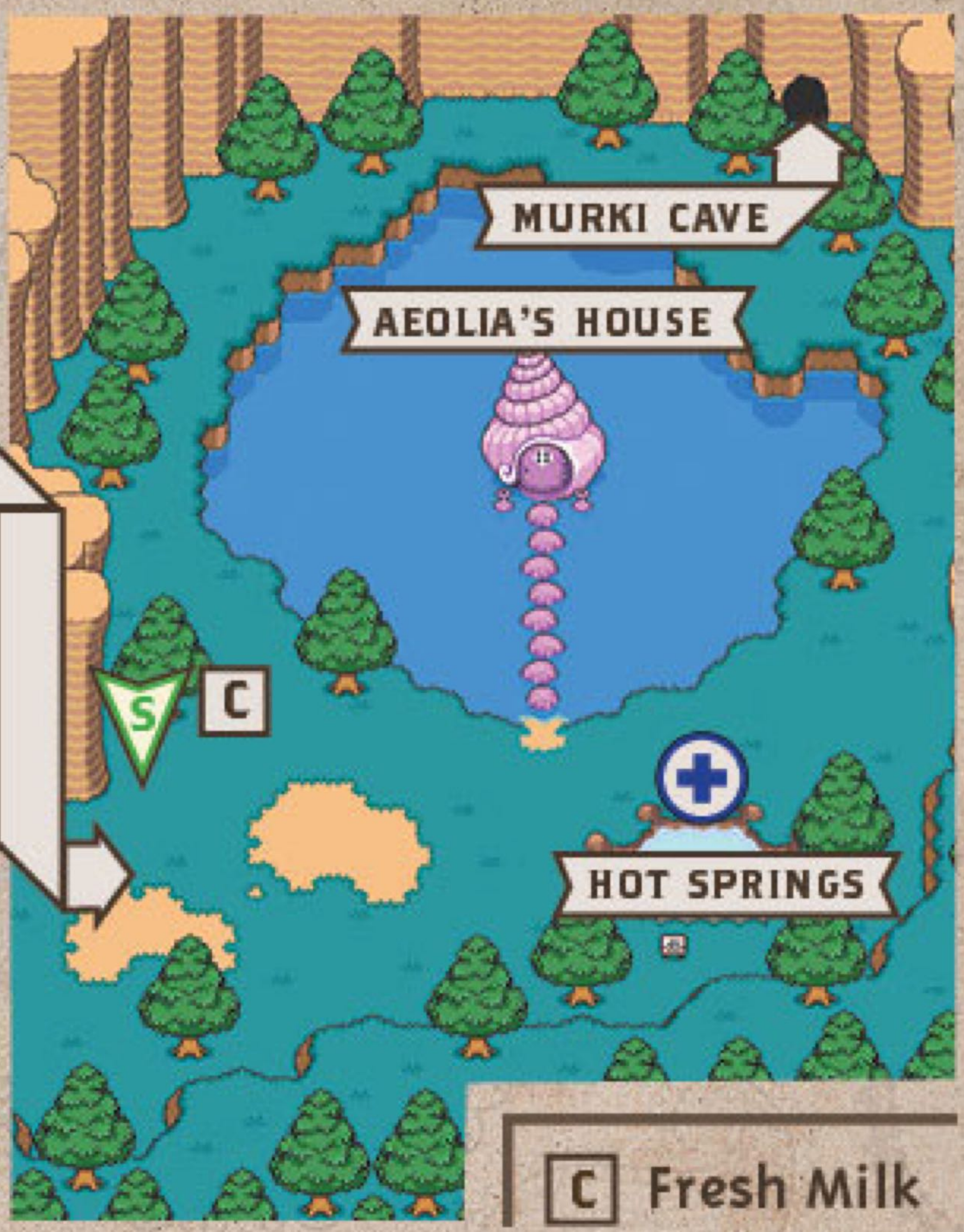
HP: 36 | **OFF: 1** | **DEF: 99** | **EXP: 1000**

SUNSHINE VALLEY

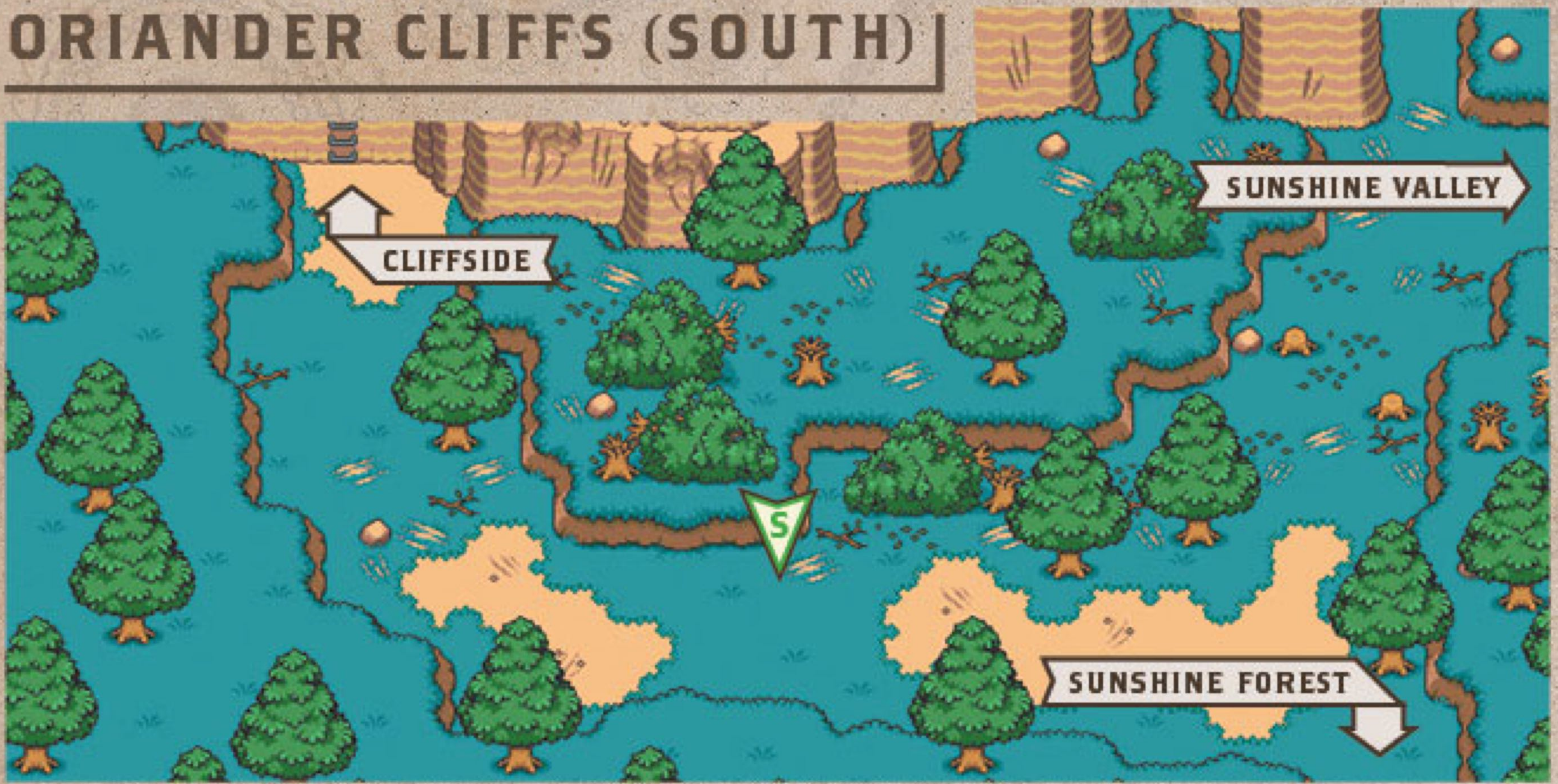

ORIANDER PLATEAU
A
A Aquarius Bracelet
B Beef Jerky
B
S
ORIANDER CLIFFS

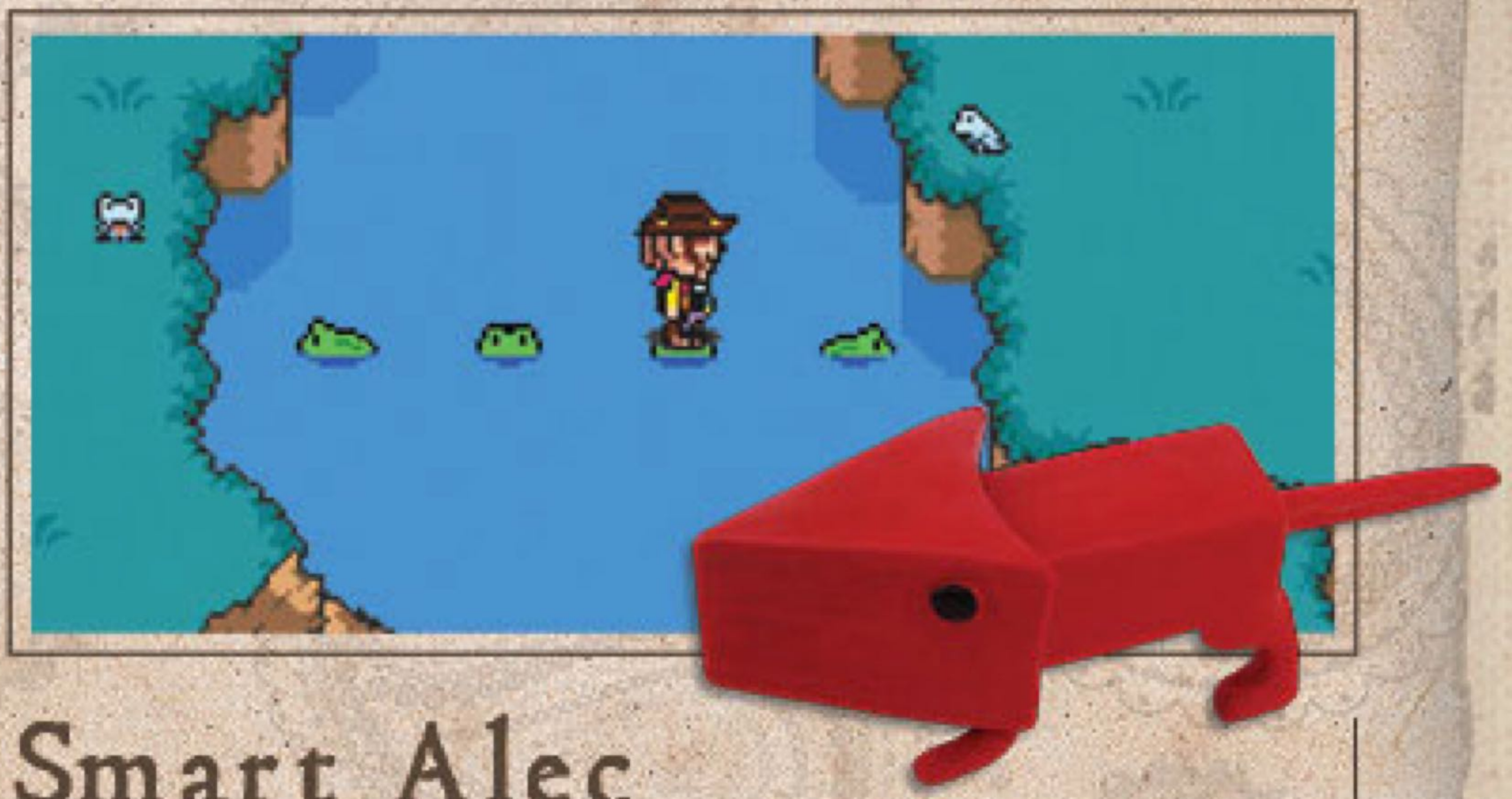
Cliffsides & Canyons

When you reach the cliffs, keep to the right. (What's up with the left route?) Soon you arrive at a familiar cabin with some talkative animals out front.


MURKI CAVE
AEOLIA'S HOUSE
S
C
HOT SPRINGS
C Fresh Milk

ORIANDER CLIFFS (SOUTH)


SUNSHINE VALLEY
CLIFFSIDE
S
SUNSHINE FOREST



Smart Alec

Meeting up with Alec, you learn about his strange – but helpful-sounding – friends. Follow the directions of the arrow lizards, who hand you off to some helpful frogs.

DIVINE BOVINE

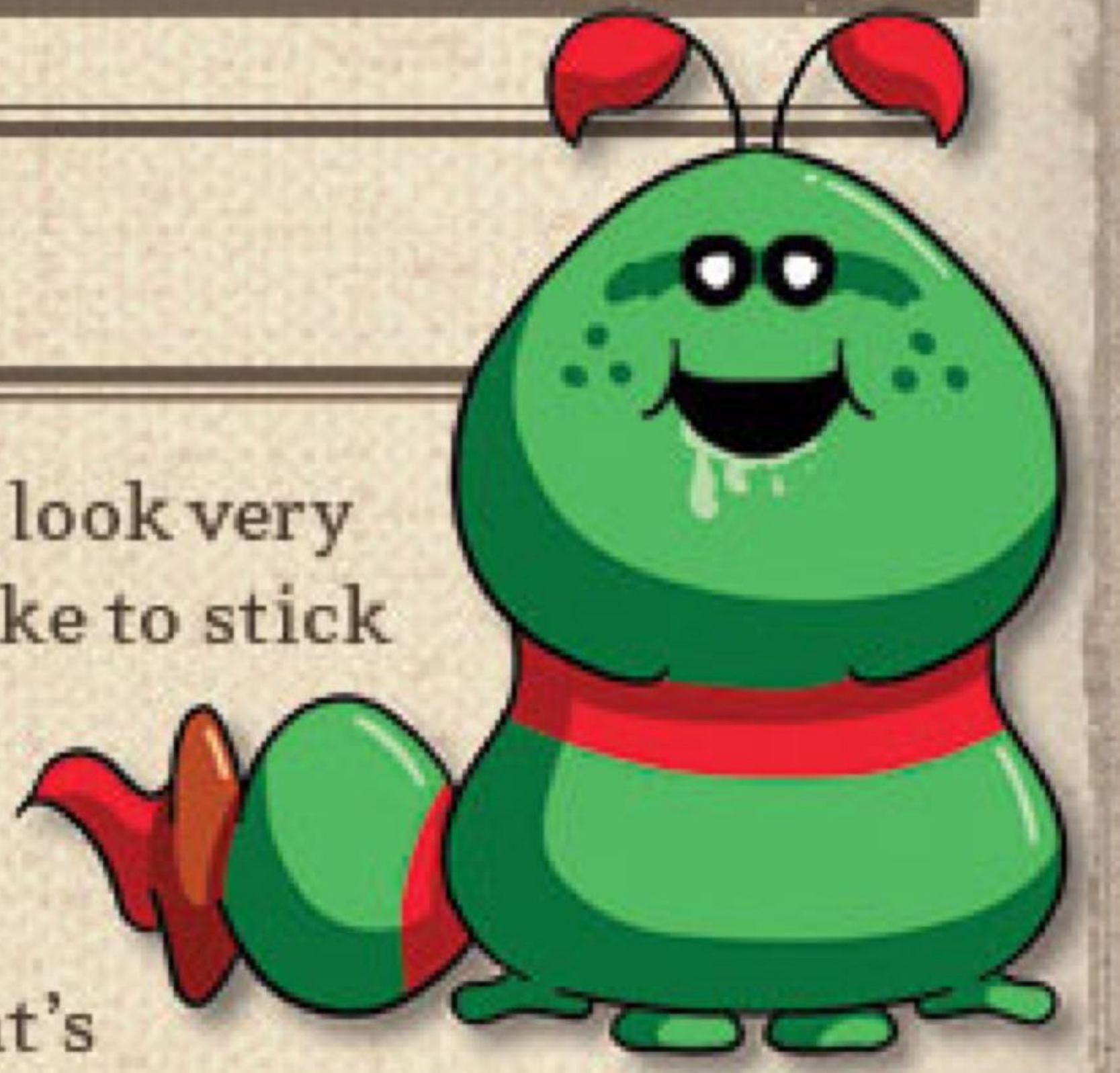
You can get Fresh Milk from the cow near Aeolia's house. Be sure to drink it before it spoils!

See the Shell?

In the clearing ahead looms a gigantic seashell house. If you've been listening to Alec, you will know to expect Magypsies, but... what's a Magypsy?

ENEMIES

SPUD BUG

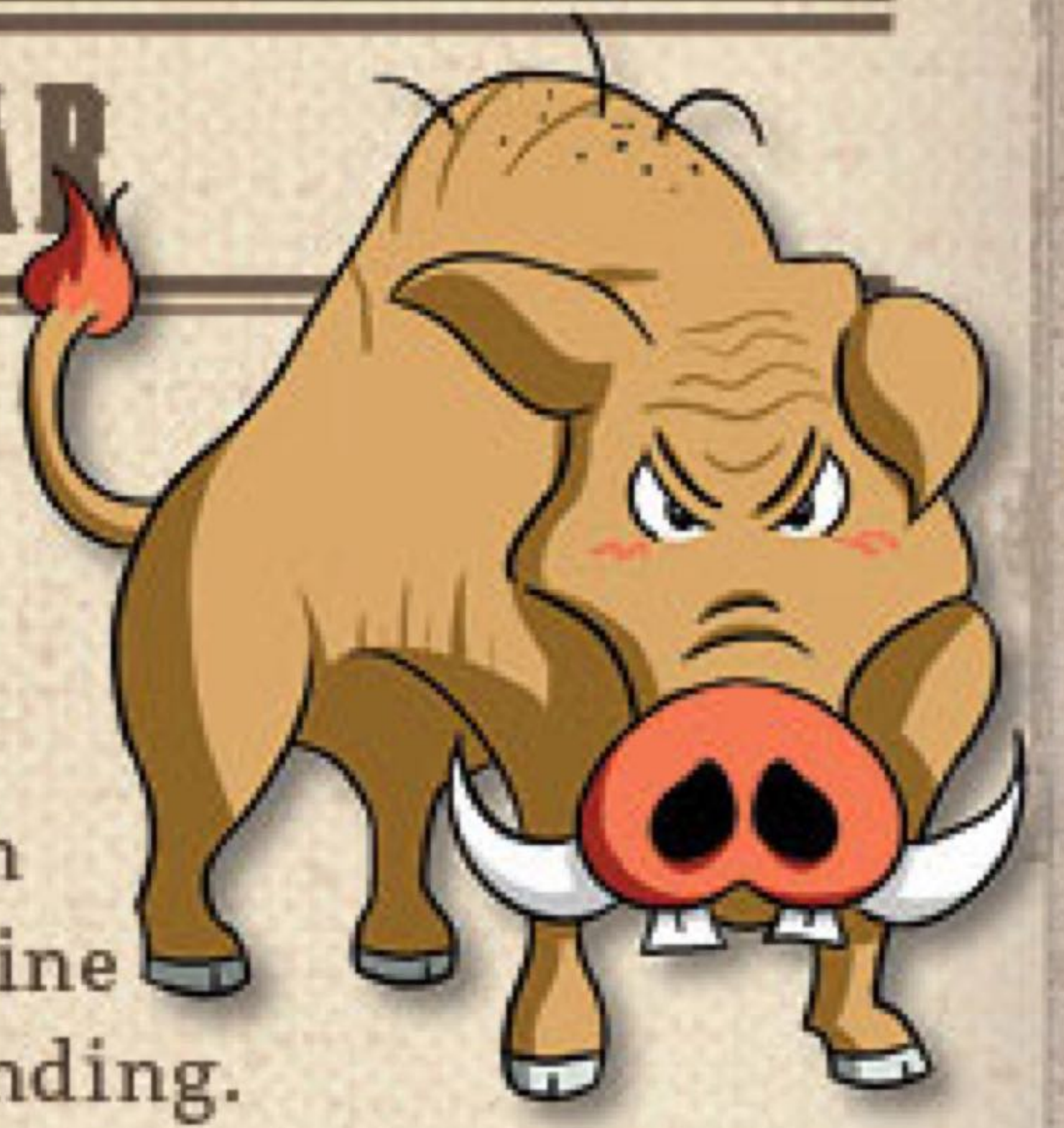


While they may not look very challenging, they like to stick together in groups. If you find yourself against many of these bugs, use Flint's Swing skill to take them all out together.

Running Bomb (10%)

HP: 80	OFF: 47	DEF: 10	EXP: 24

AGITATED BOAR

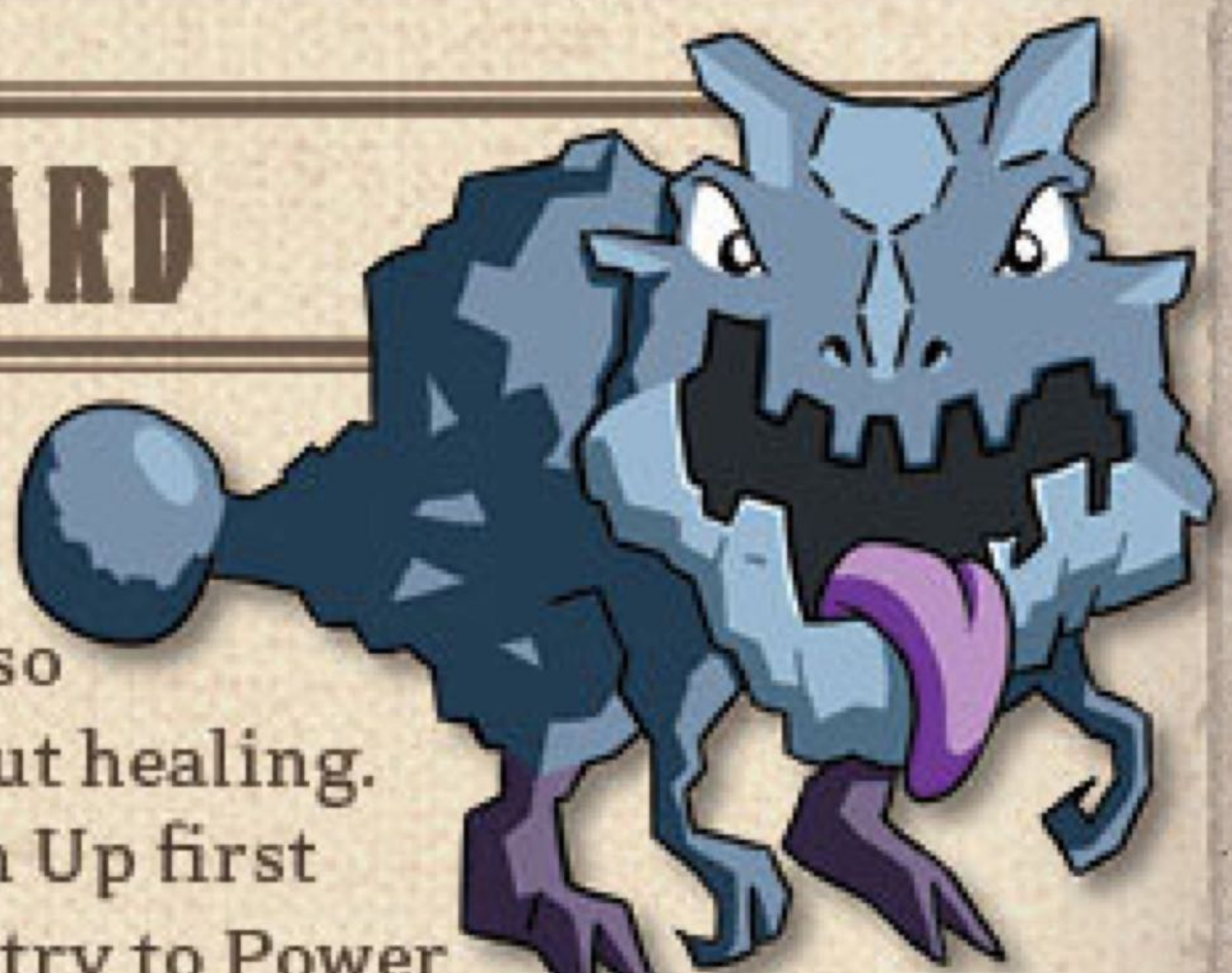


What a pig! These aggressive animals charge at anything they see, so try to maneuver around them while they make a beeline for where you were standing.

Beef Jerky (70%)

HP: 133	OFF: 58	DEF: 25	EXP: 62

CRAG LIZARD

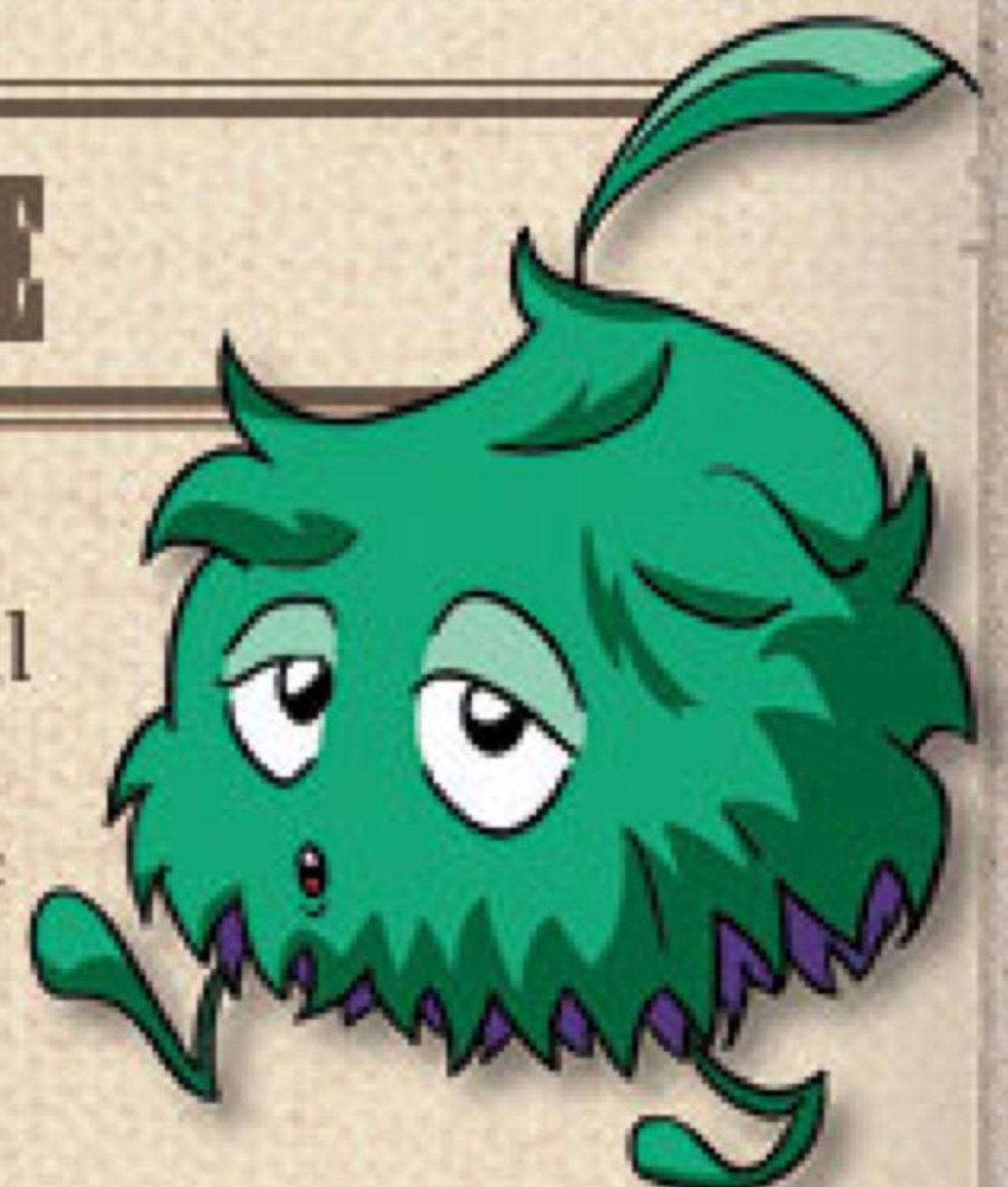


This petrified reptile has a stellar defense, so don't be shy about healing. Always Toughen Up first and then either try to Power Smash or Strengthen Up and attack.

Beef Jerky (20%)

HP: 124	OFF: 51	DEF: 35	EXP: 70

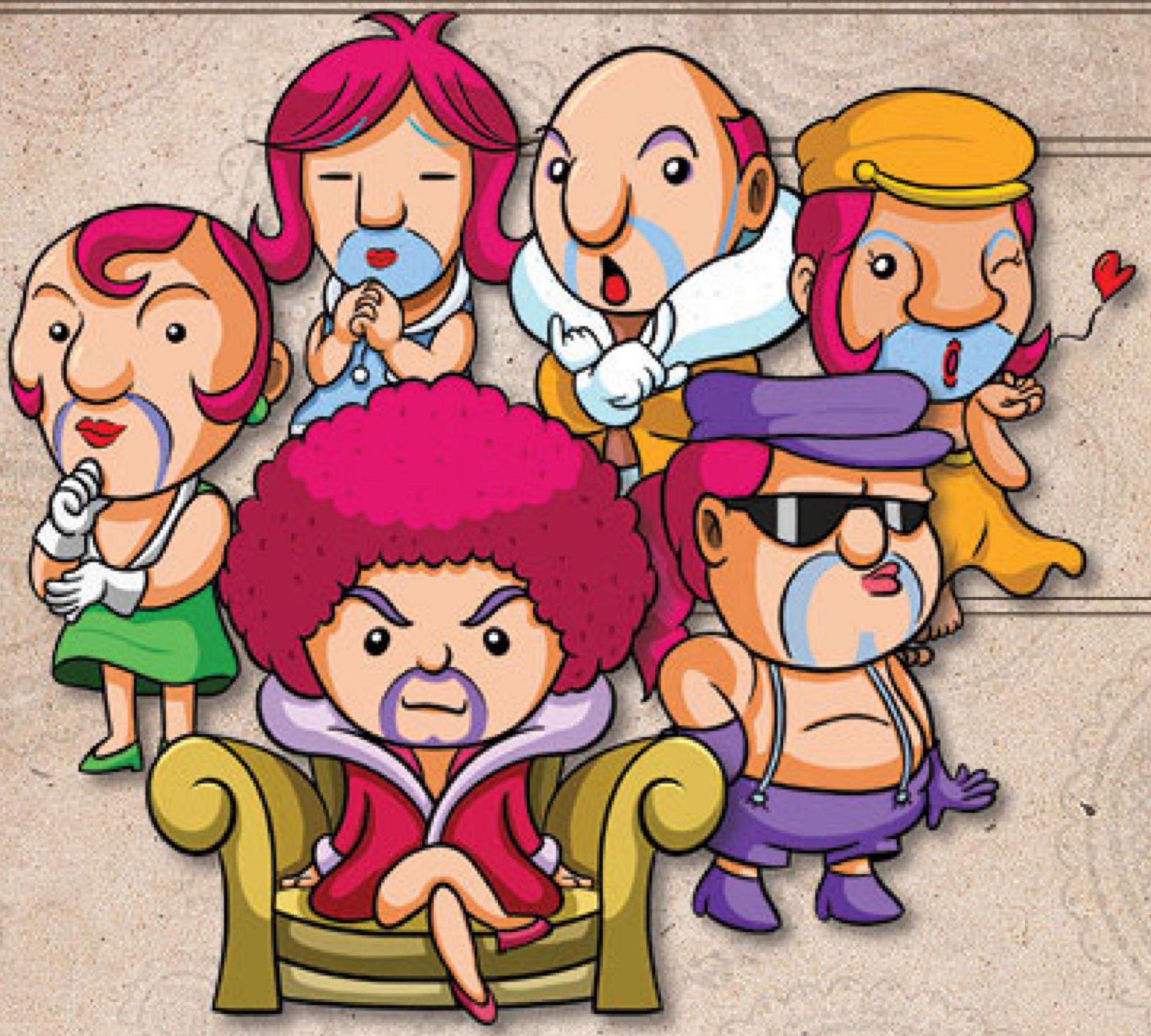
WALKING BUSHIE



The experience you gain from defeating this helpful herb is far less useful than the healing it gives you if you don't hurt it in battle.

Antidote (10%)

HP: 108	OFF: 45	DEF: 22	EXP: 8



MAGYPSIES

Transcending humanity and, more notably, gender, these 'unique' beings supposedly wield incredible powers.

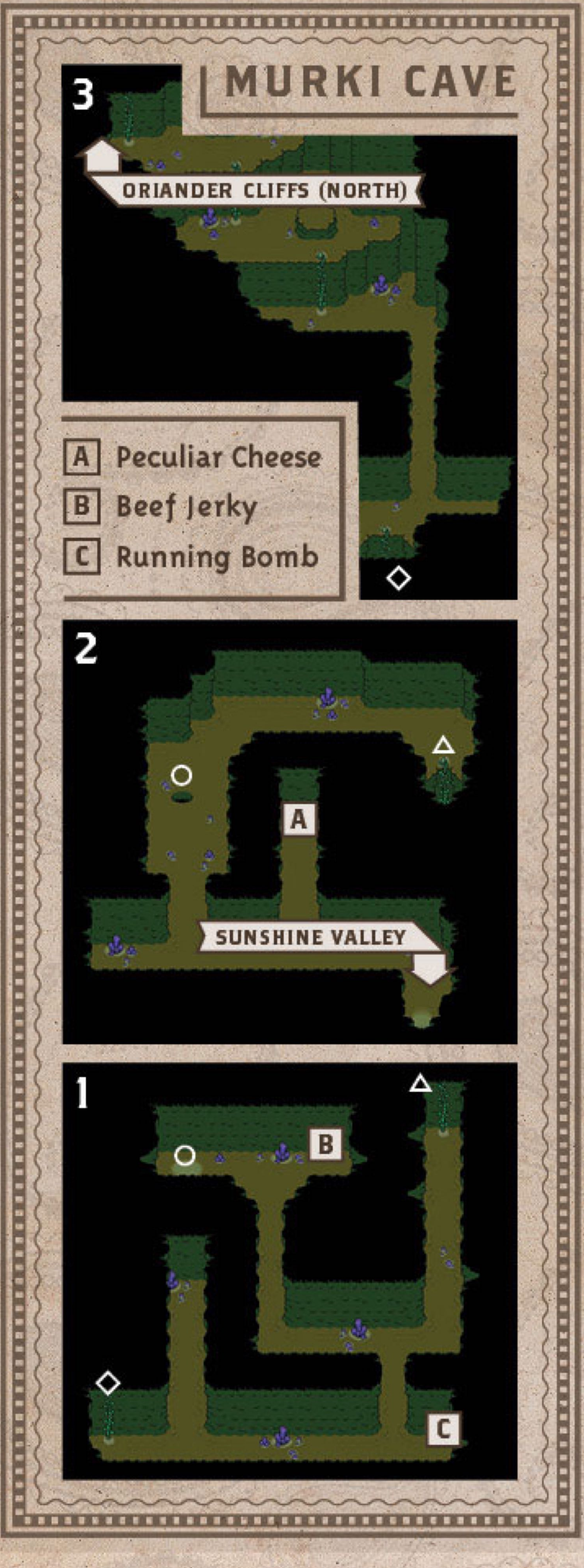
Claus for Concern

The Magypsies are quite different than what you pictured! While their general disregard for humanity may seem a little pompous, their fabulousness shines through when they point you in the direction of your lost son.

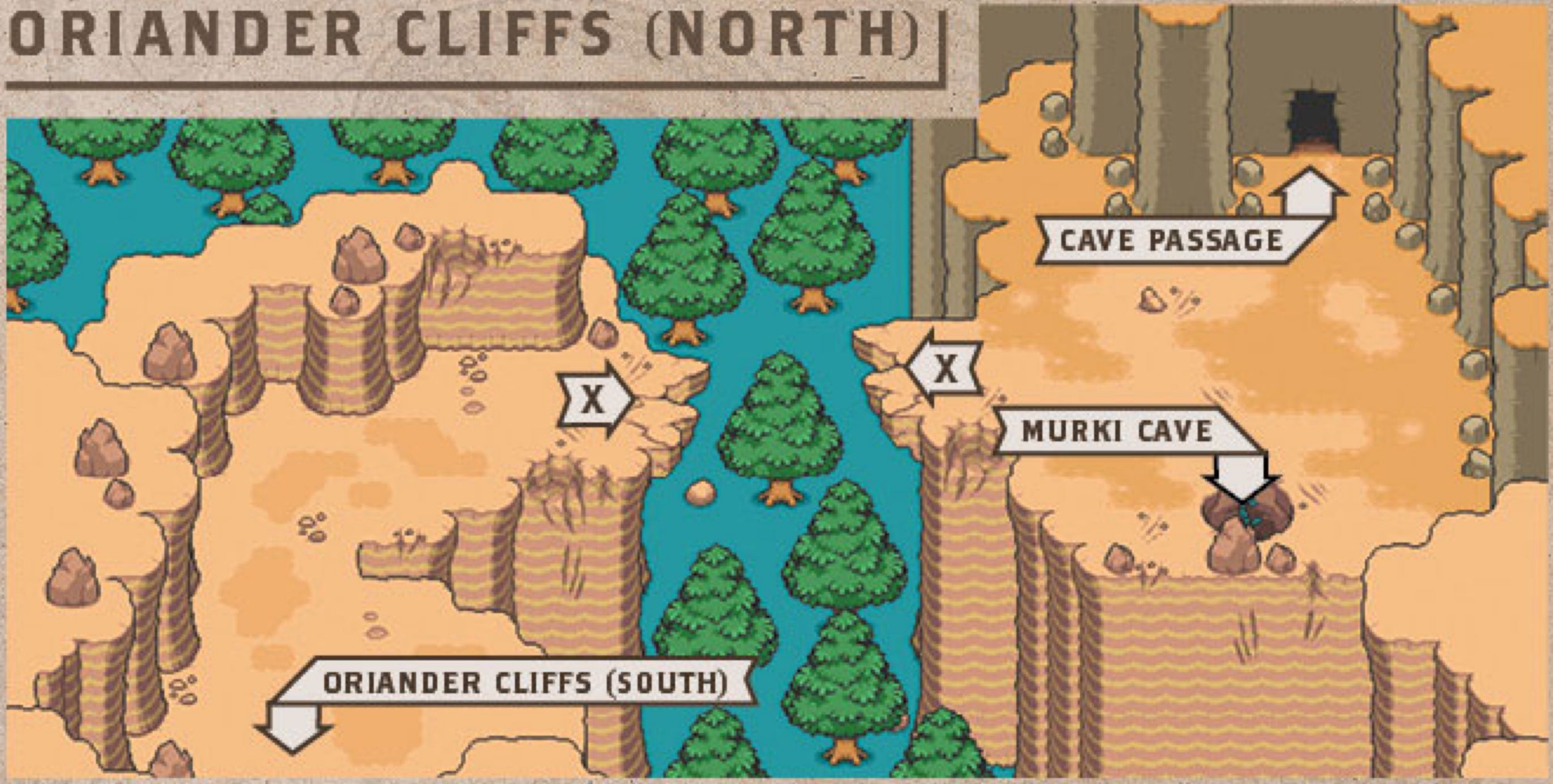
Learn PSI from you guys? ...No thanks...

The Winding Cave

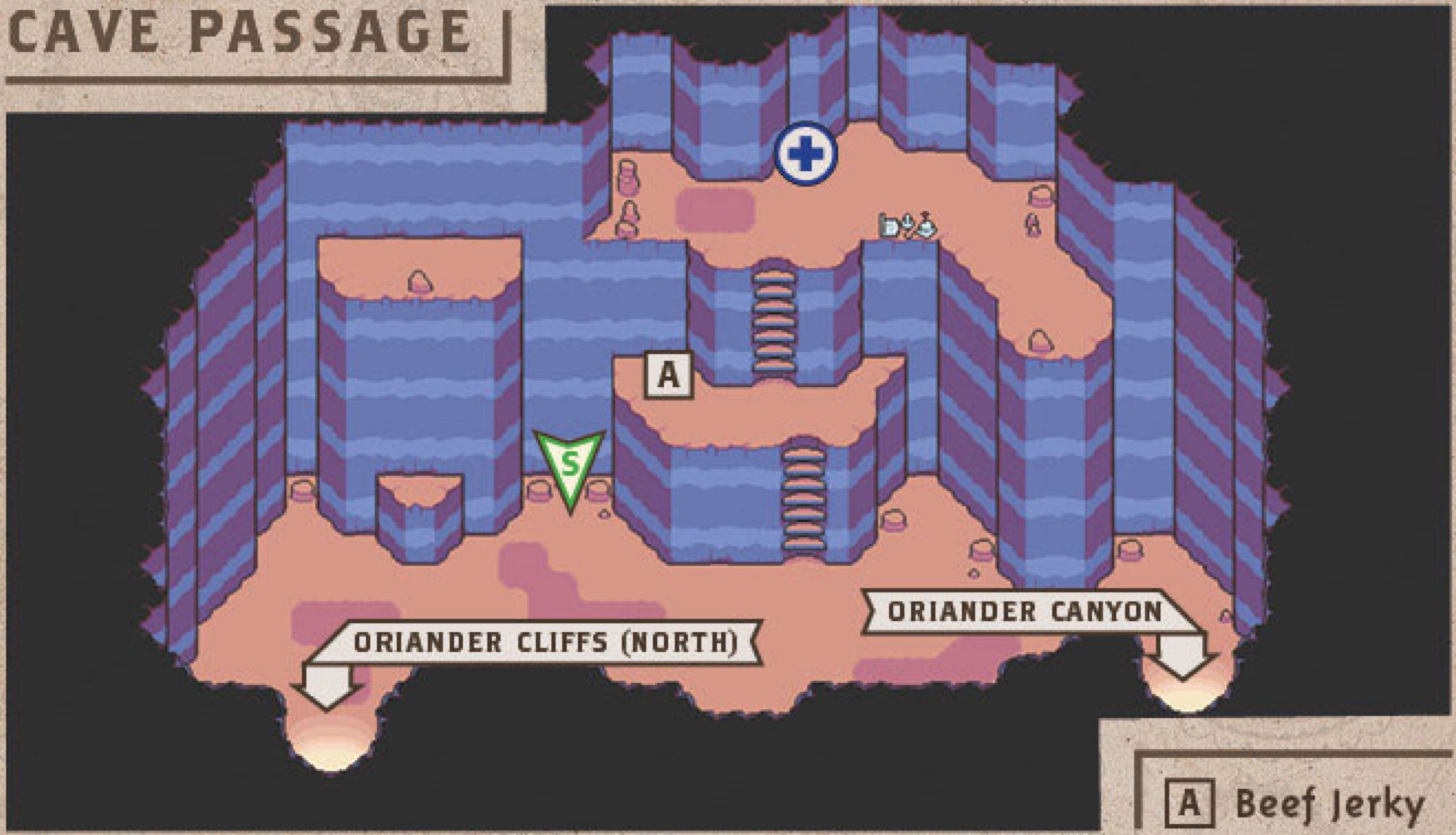
Alec's knowledge of the area brings you into a damp, dark cave. While there may be enemies waiting to ambush you here, Alec's humor will undoubtedly be your biggest threat.


MURKI CAVE
3
ORIANDER CLIFFS (NORTH)
A Peculiar Cheese
B Beef Jerky
C Running Bomb
2
A
SUNSHINE VALLEY
1
B
C

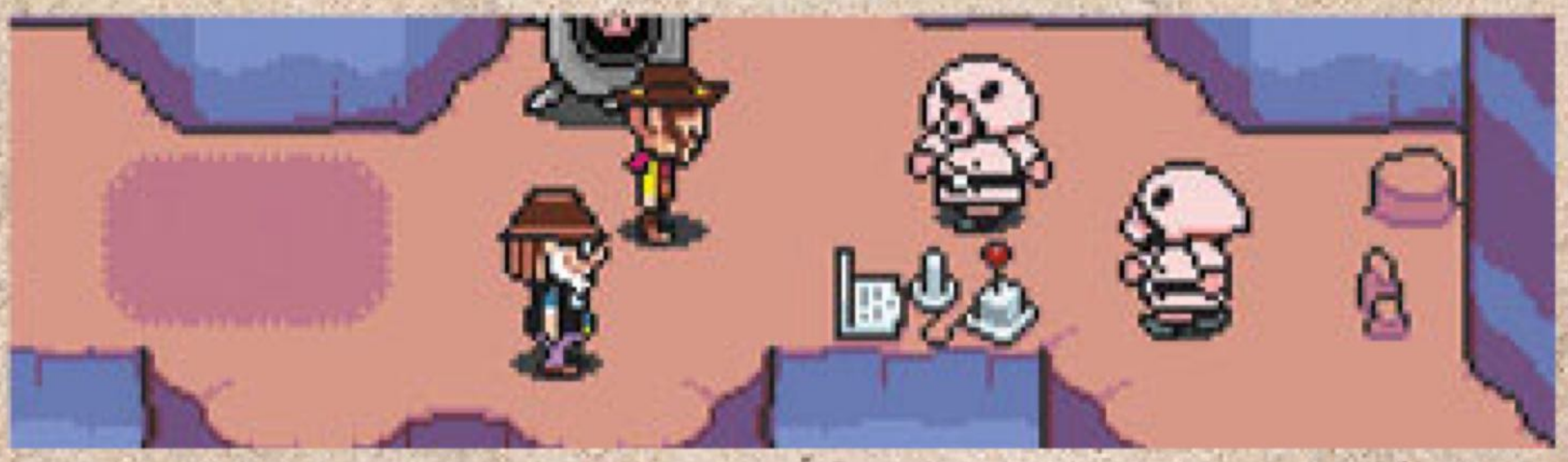
ORIANDER CLIFFS (NORTH)


CAVE PASSAGE
X
X
MURKI CAVE
ORIANDER CLIFFS (SOUTH)

CAVE PASSAGE

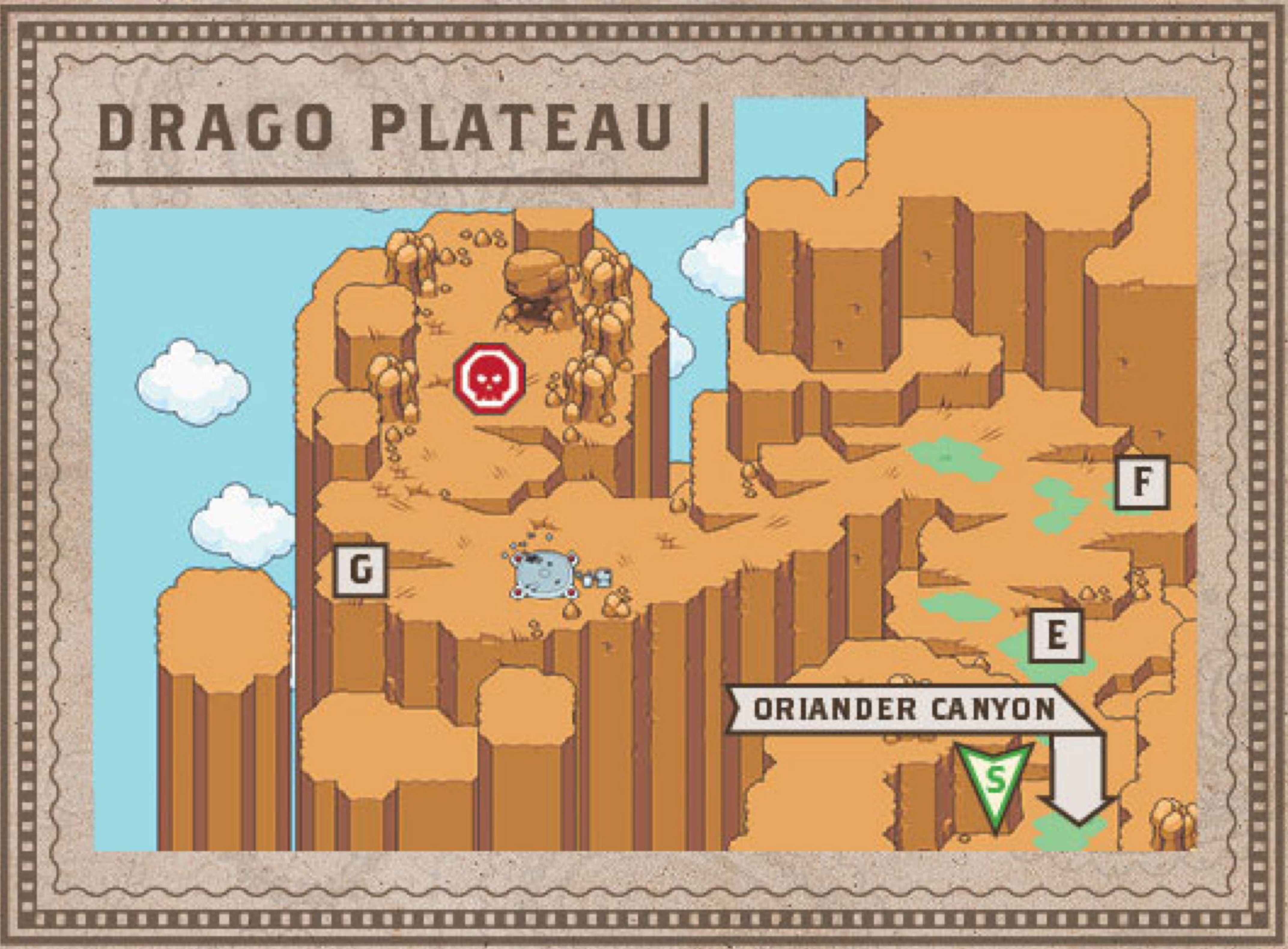

A
S
ORIANDER CLIFFS (NORTH)
ORIANDER CANYON

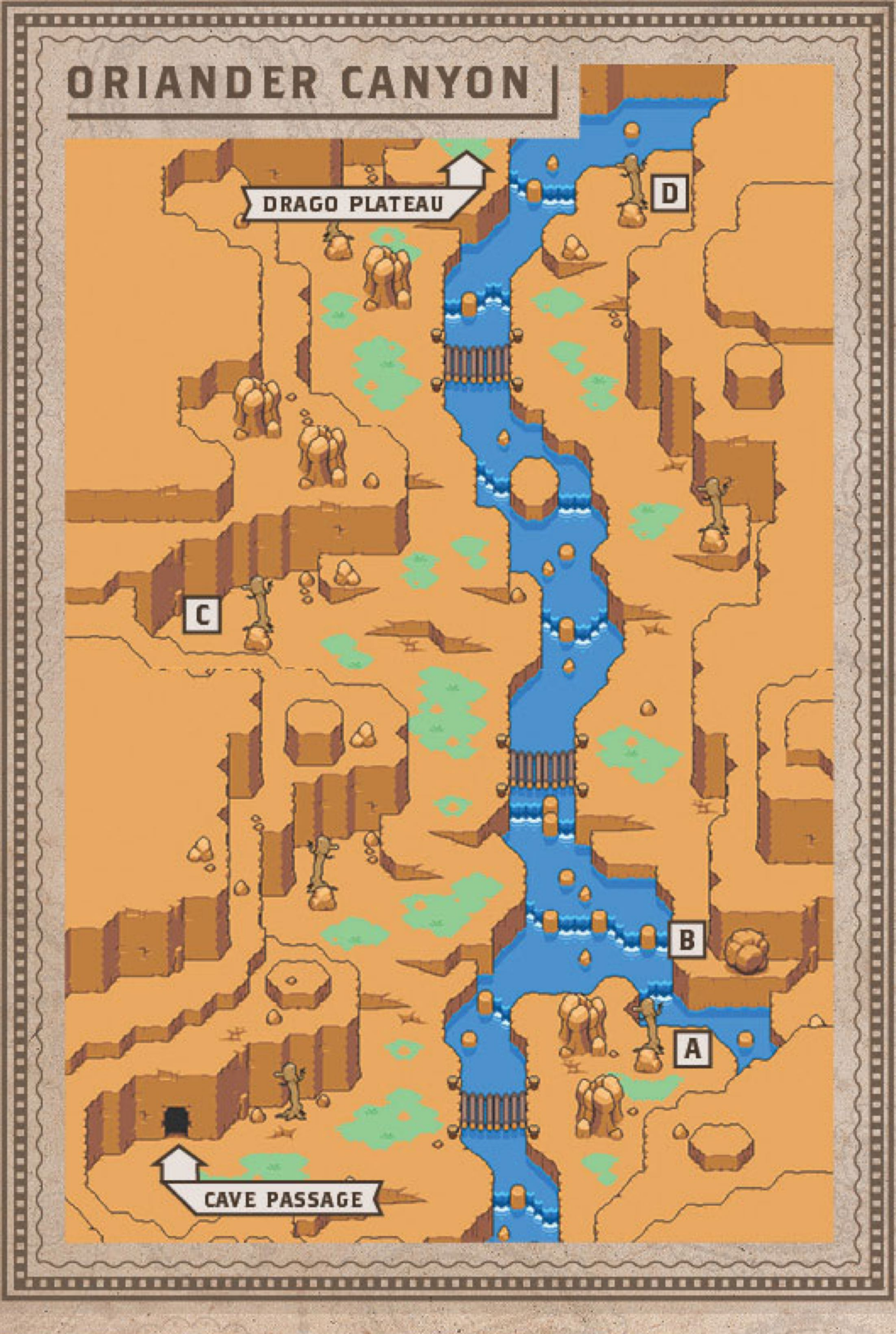
A Beef Jerky



Suspicious Swine

Emerging from the Murki Cave, you come across a cavernous grotto whose highest plateau is littered with soldiers and strange junk. Chase off the Pigmasks and check out the strange machines.


DRAGO PLATEAU
G
F
E
ORIANDER CANYON
S


ORIANDER CANYON
DRAGO PLATEAU
D
C
B
A
CAVE PASSAGE

A Step Further

Battle your way through the barren Canyon, careful to pick up as many healing items as possible on the way. Upon reaching the plateau, you'll find a young Drago toying with something dreadfully familiar.

Trees with Bark & Bite

As you approach the foreboding wreckage of yet another animal experiment, keep your wits about you and avoid the trees, whose ambushes will sap your energy.

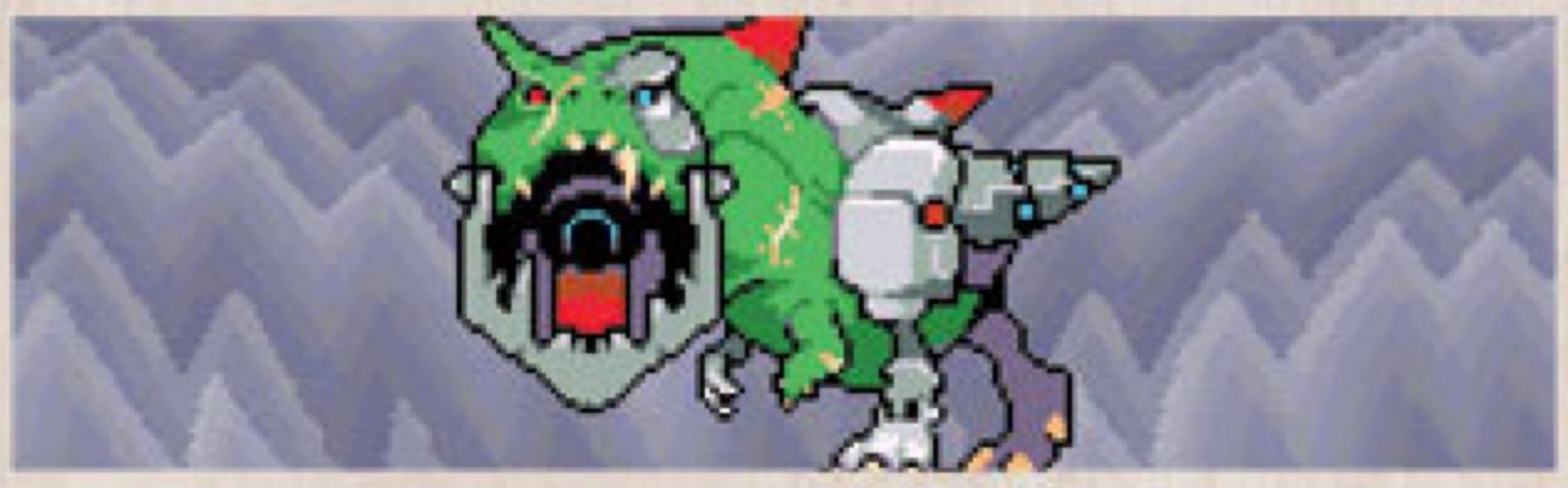
A	Sprinting Bomb
B	Beef Jerky
C	Fresh Lumber
D	Beef Jerky
E	Child's Shoe
F	Nut Bread
G	Beef Jerky

BOSS WARNING!

The Foe Emerges!

The sense of despair you feel as you come across Claus's second shoe is quickly replaced by dread and vengeance as the monster emerges from its lair.

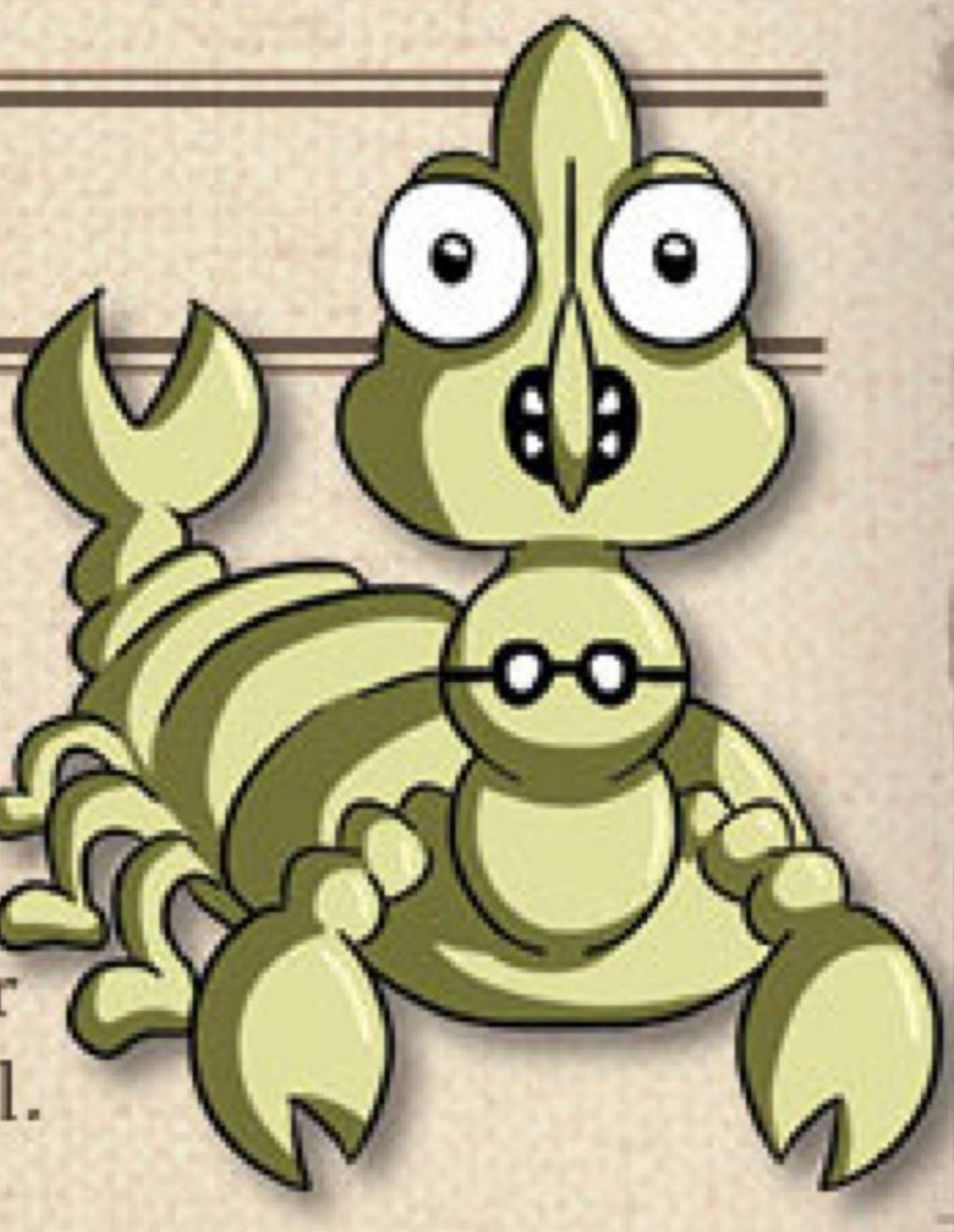
MECHA-DRAGO



- Use the Drago Fang to pierce its hide. Without the Fang, your attacks only do one HP damage.
- Drago's War Cry reduces Flint's offense one level while Flint's 'Strengthen Up' increases it one level. You always want it to be at a positive level, so be sure to Strengthen Up once at the beginning of the battle and then again every time Drago does his War Cry.
- Always keep your HP above 60, as every now and then Drago can shoot flames that burn you for 40+ damage.
- Flint's Power Smash can do 400+ HP of damage, depending on his offense level.
- Alec will heal you with herbs if your HP drops dangerously low (around 25 HP), but he's only got enough to save you three times! Each application will restore 20-30 HP.
- Mecha Drago's death throes are violent. Thanks to the rolling HP meter, you can minimize the injury. Flint must keep his HP above 40 or the final blow will do him in!

ENEMIES

TITANY

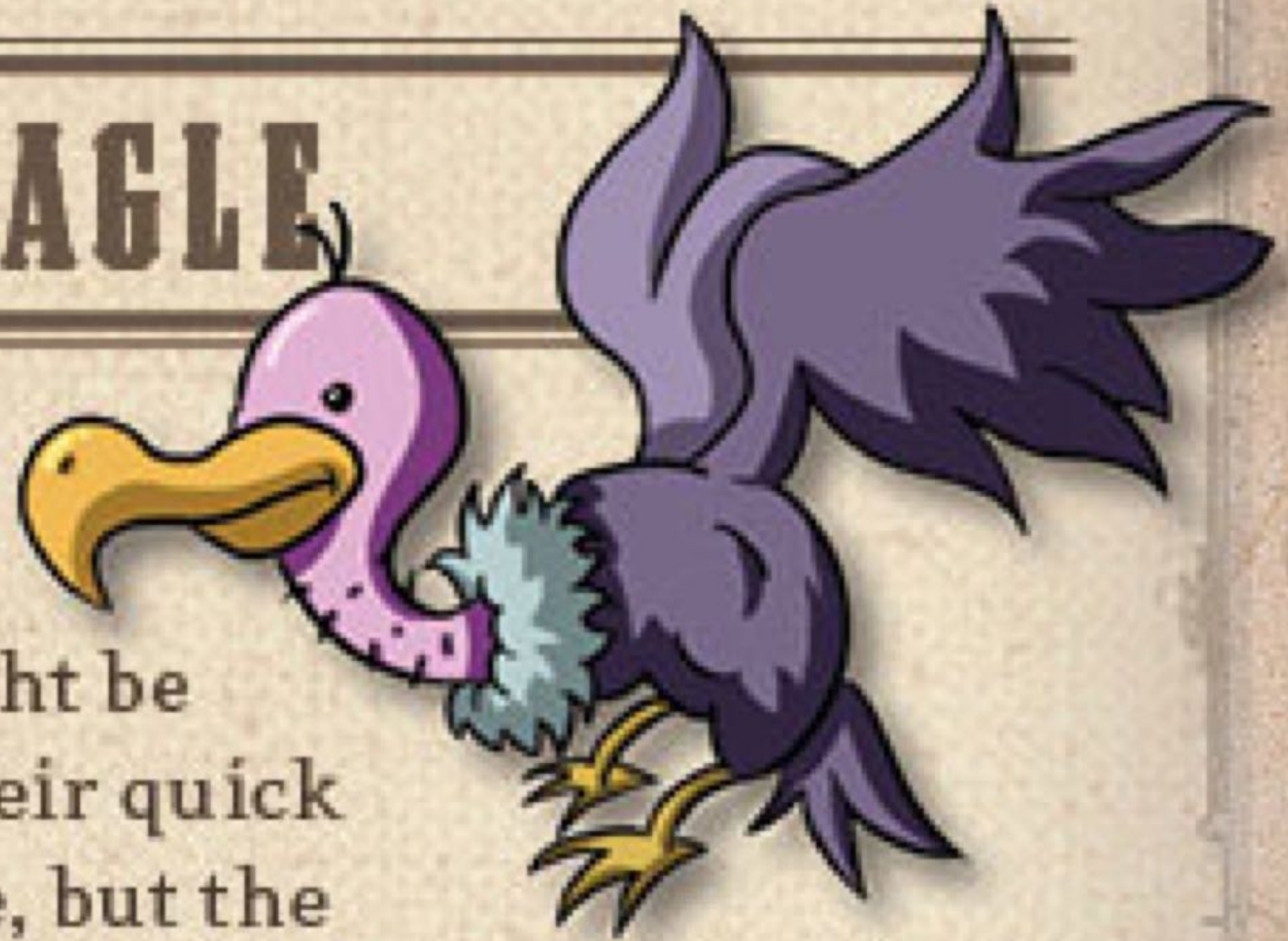


What exactly is this creature? You don't know, but what is clear is that it's unfriendly. You may want to Strengthen Up to better penetrate its outer shell.

Running Bomb (10%)

HP: 119 | OFF: 50 | DEF: 30 | EXP: 63

BALDING EAGLE

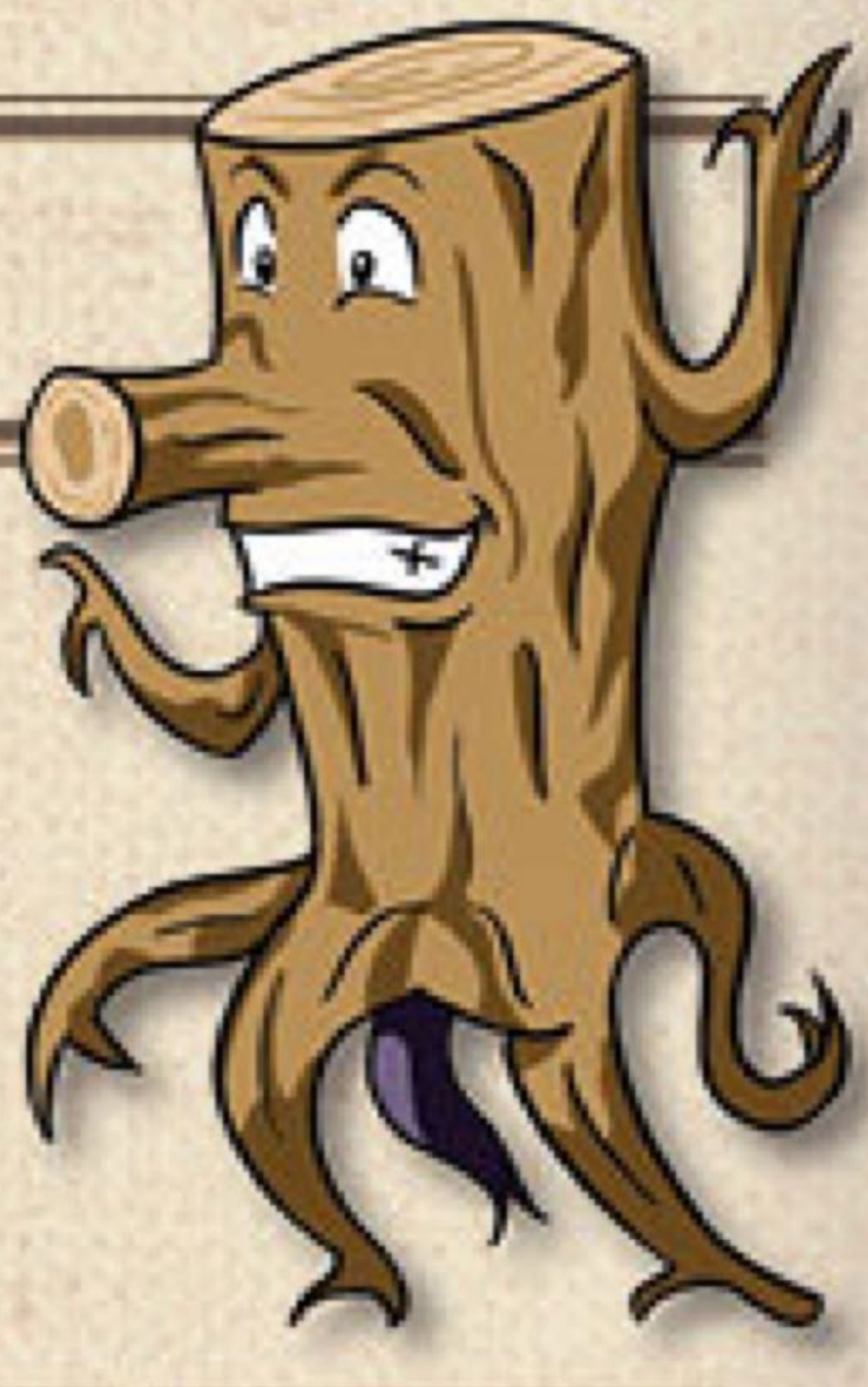


From the sky descends an avid avian! It might be tough to dodge their quick swoop from above, but the fight is well worth the jerky they often drop.

Beef Jerky (70%)

HP: 80 | OFF: 53 | DEF: 16 | EXP: 68

TREE



Fighting this lumbering foe is not recommended, as it contains a deadly mixture of chemicals that cause it to explode when defeated.

Nut Bread (20%)

HP: 160 | OFF: 56 | DEF: 24 | EXP: 72

MECHA DRAGO

CHAPTER BOSS

From the wrecked terrain stomps a bionic Drago, the beast who has slain Flint's wife. This is the climactic, long-awaited battle.

P: 724 | OFF: 60 | DEF: 34 | EXP: 486

CHAPTER

№1

The citizens of Tazmily seem unacquainted with sorrow, living simply and sharing everything with each other. The Sunshine Forest was a kind of utopia until the night of that fateful forest fire.

But now, as if a switch was flipped, everything has begun to change. Invasion, destruction, and death have shattered the peace that once shielded the forest. Strange objects soar the skies as animals are mutilated with childlike cruelty. What are the true motives of the suspicious pig soldiers?

A family has suffered the loss of not just a mother, but also a son — what will become of Claus? The mysteries continue to pile up, leaving tragedy in their wake.

CHAPTER
№2
THIEF ADVENTURE

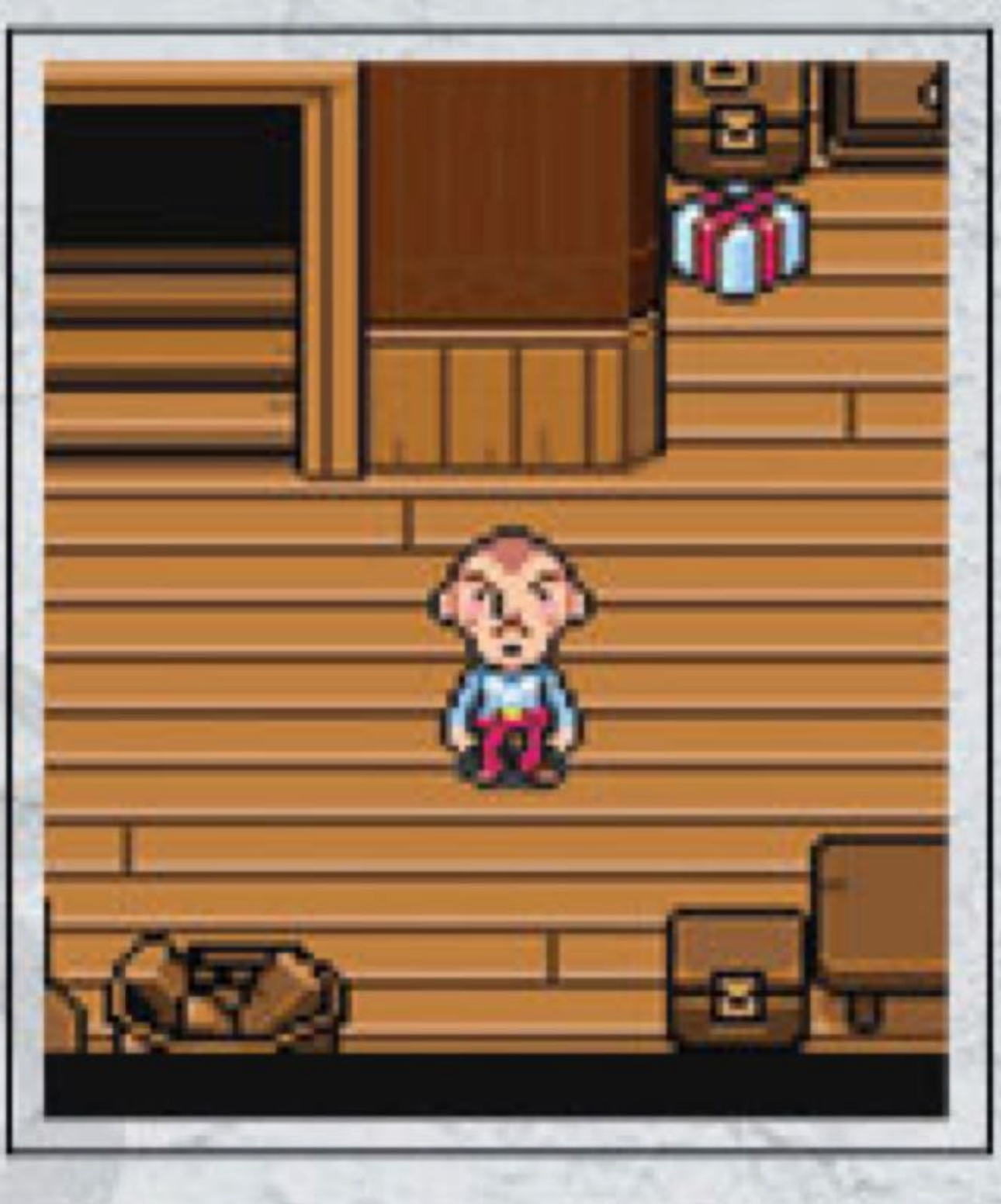
CHAPTER
Nº 2
PART 1
thick as thieves

Wess has been training you in the fine art of thievery, but the training is over. Now is the time to test your skills. Your job is to break into Osohe Castle and retrieve a certain important item. Wess doesn't tell you what it is, just that it's very valuable and shines a little. Maybe.

MEMORY LAME

During your mission briefing, you can get a little background information on Duster and his dad by telling Wess 'No' when he asks if you're prepared to change the way you live. Wess does not seem very sure of his memory, though...

At Sixes & Sevens



The Slightly-Less-Than-Seven Mystical Thief Tools. Is it really possible that Wess has forgotten how many Thief Tools there are? Surely a good memory is an important attribute for a thief? Maybe he's just trying to keep you on your toes.

WALL STAPLES
A climbing utility and can also briefly pin a foe down.

H. PENDULUM
Sends foes to sleep, letting you hear their heartbeat.

TICKLE STICK
Tickles your foe, lowering their defense.

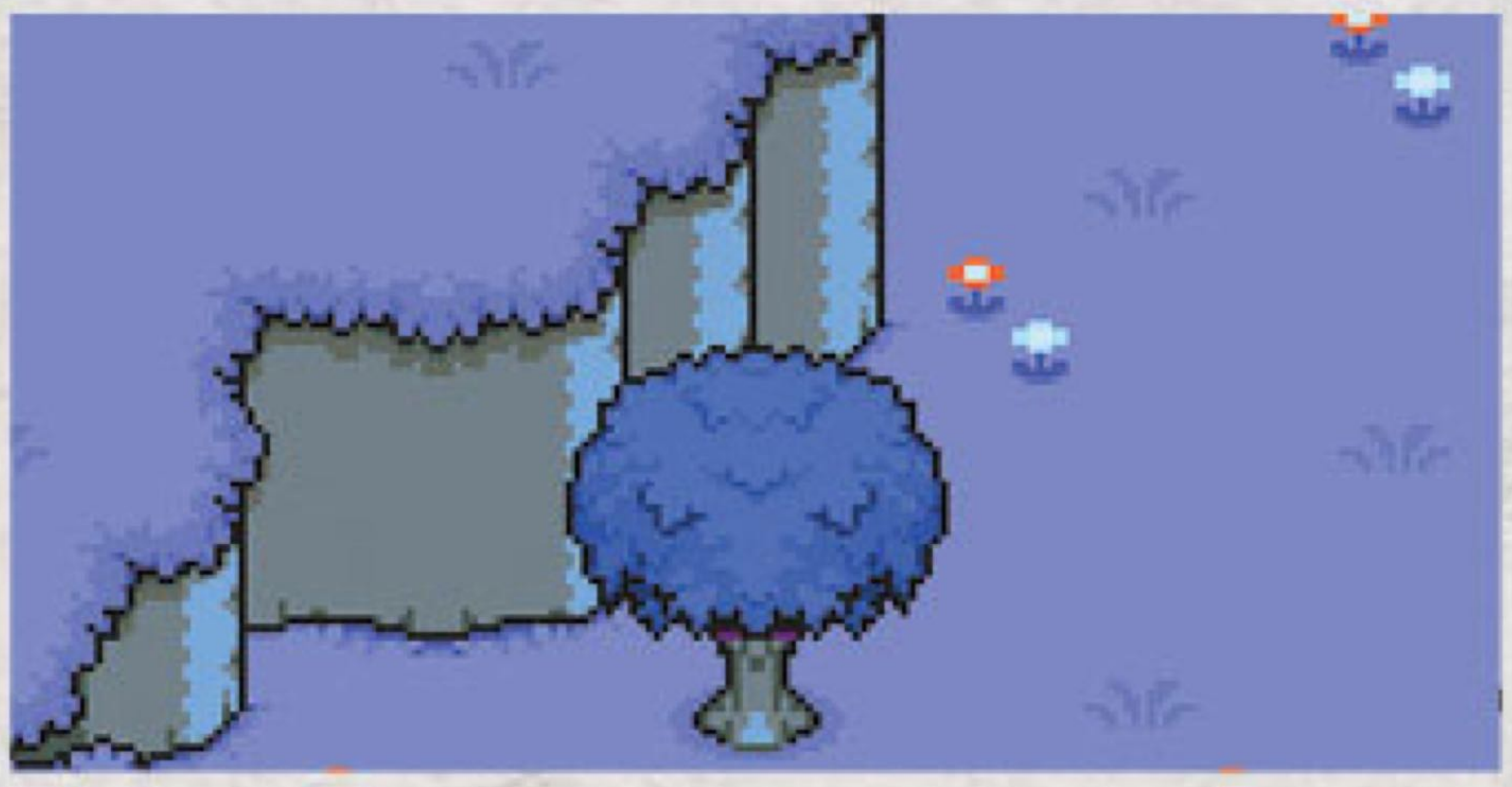
SCARY MASK
Scares your foe, lowering their offense.

SMOKE BOMB
Emits an acrid smoke, foes cry, lowering their accuracy.

SIREN BEETLE
Makes foe stop and cover its ears, facing a different direction.

CRASHING BOOM BANG

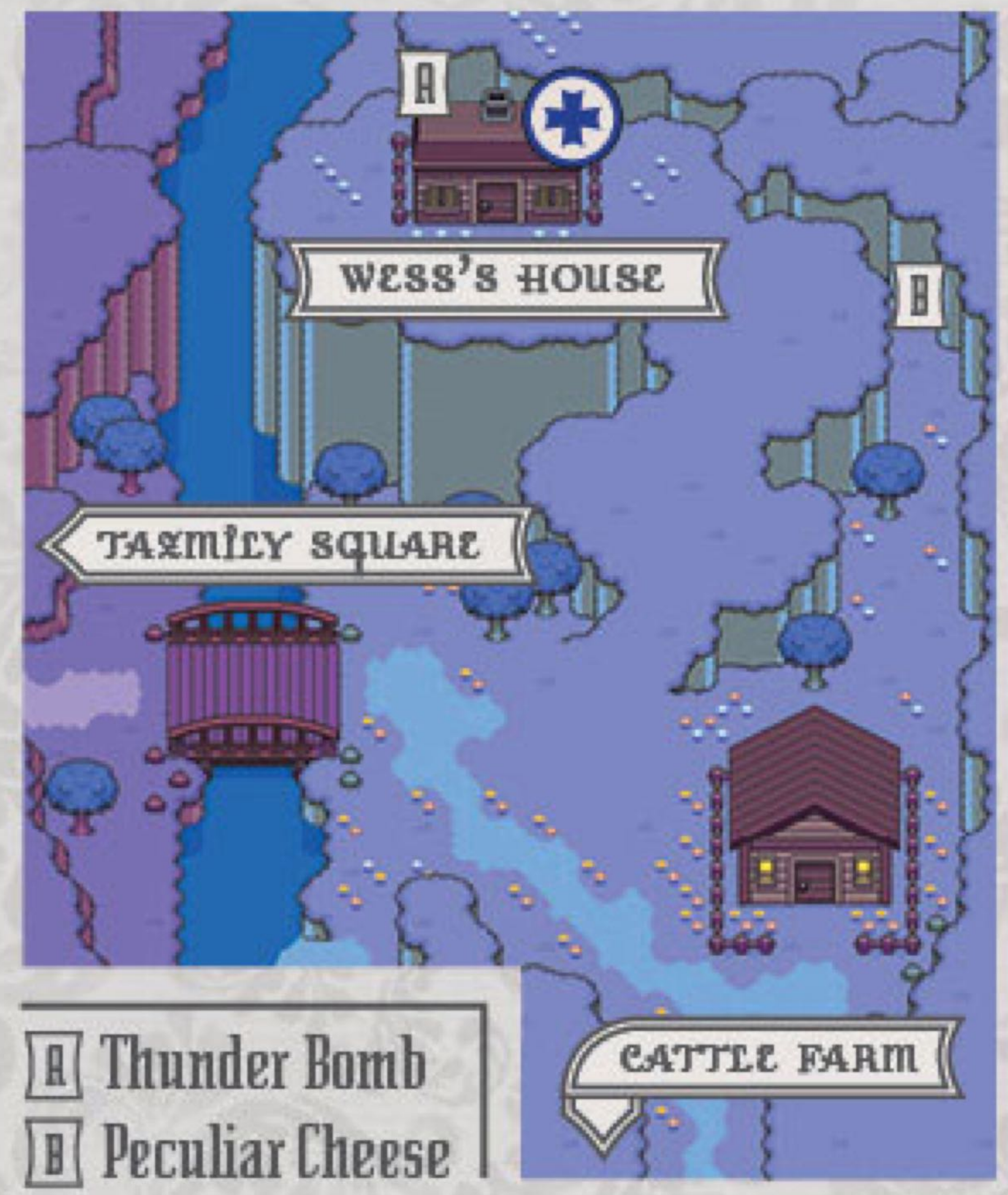
Before setting off on your quest, look behind the house for an explosive gift – a Thunder Bomb! Remember that it refills each time you visit the crossroads!



INSIGNIFICANT TREE MESSAGES

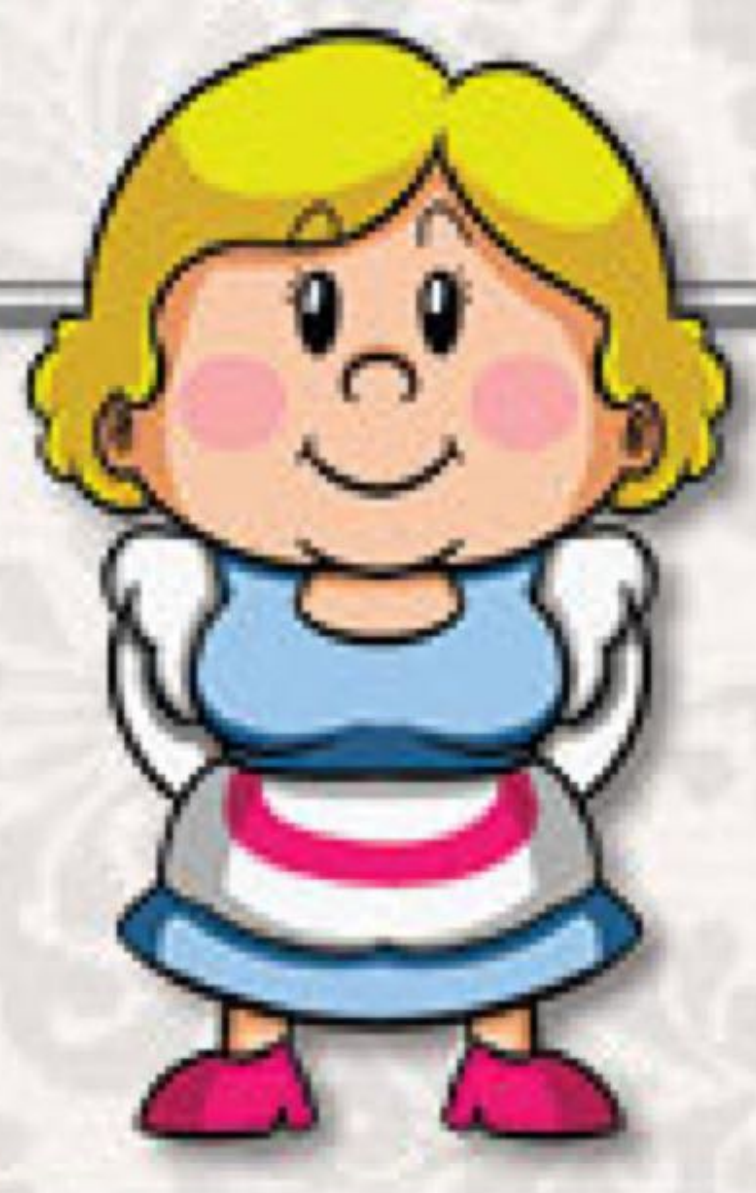
Throughout the years, people have often carved messages into trees This is no different. It's nothing very significant...

EAST TAZMILY



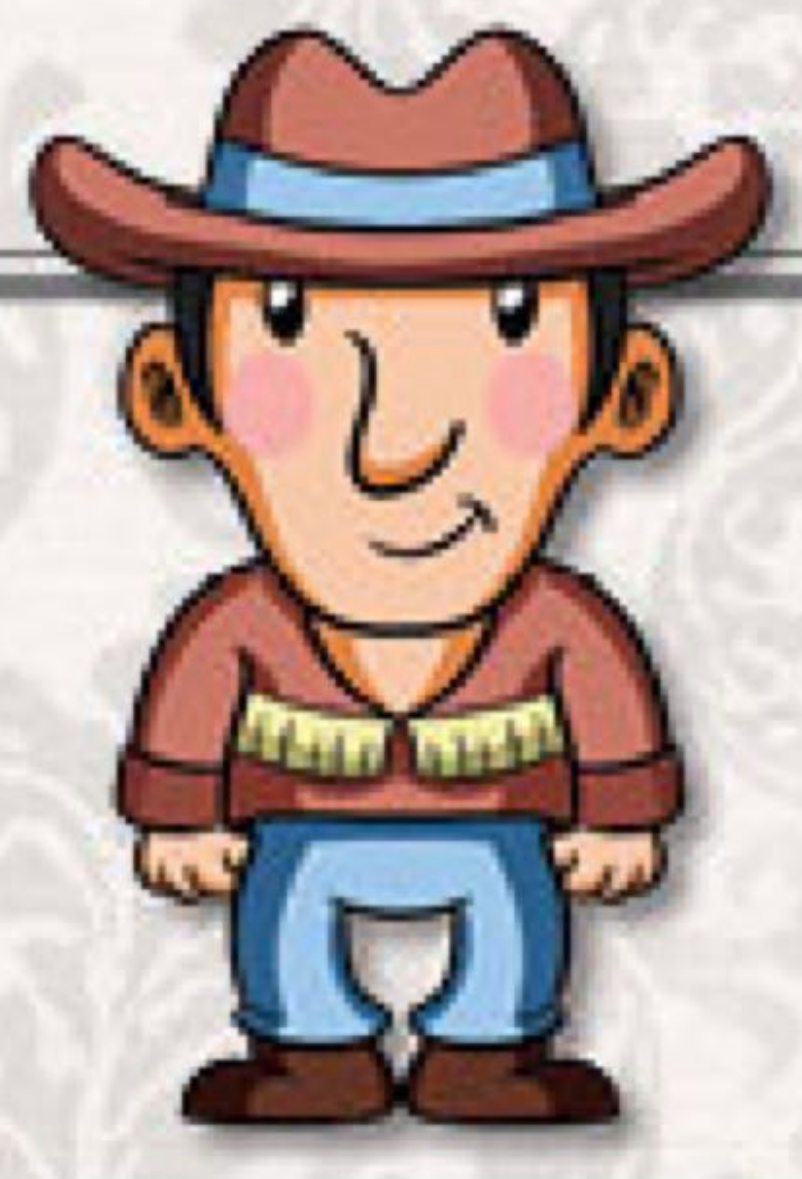
YADO YADO YADO

Yado Inn is crowded tonight. Some people are refugees from the fire, and others have stories to tell. Can you detect that whiff of unrequited love in the air, too?



BETSY

A nosy blonde who knows all the local gossip



BOB

Likes mysteries and telling stories. Always up for a drink... or nine.

MARK MY MAP

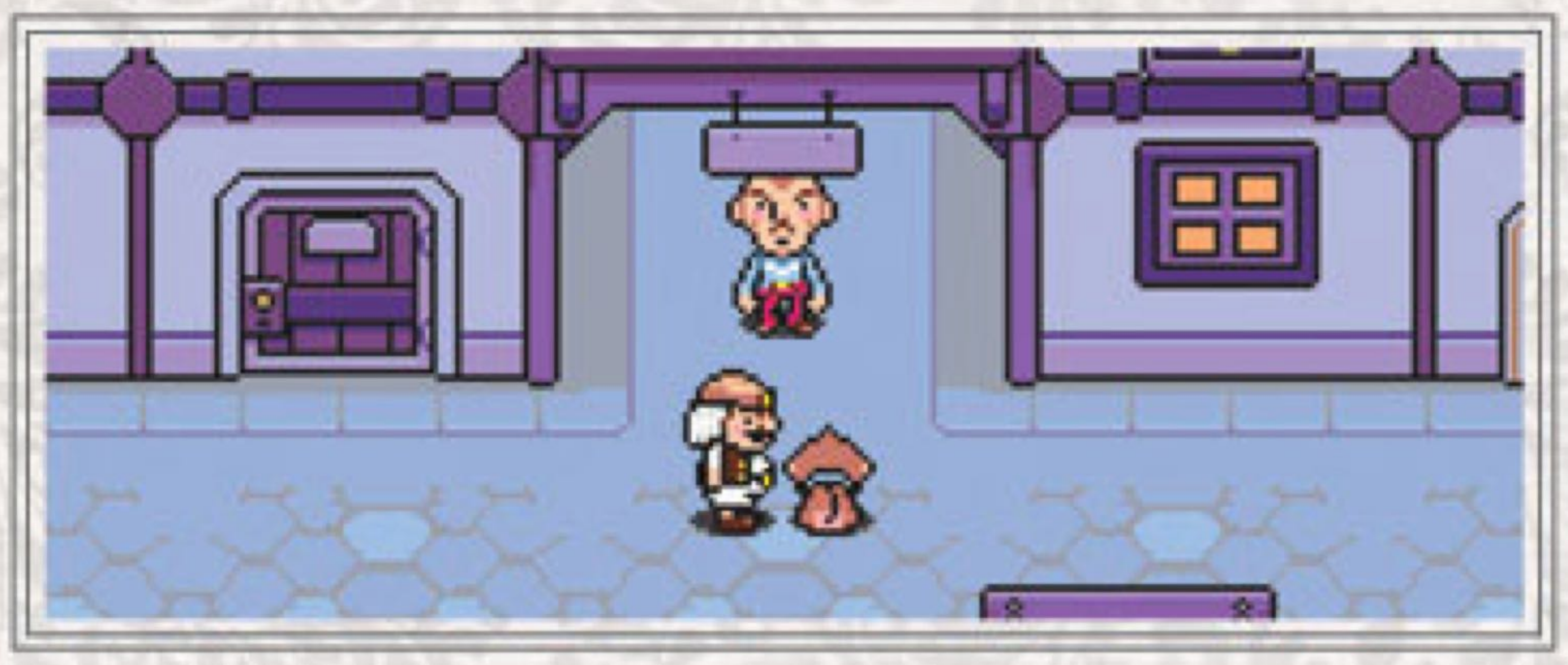
Head towards Osohe Castle. On your way, have a chat with Mapson. He'll tell you of an interesting rumor and mark your map for you.

THE NIGHTS ARE LONG

Lucas is finding it hard to sleep tonight...

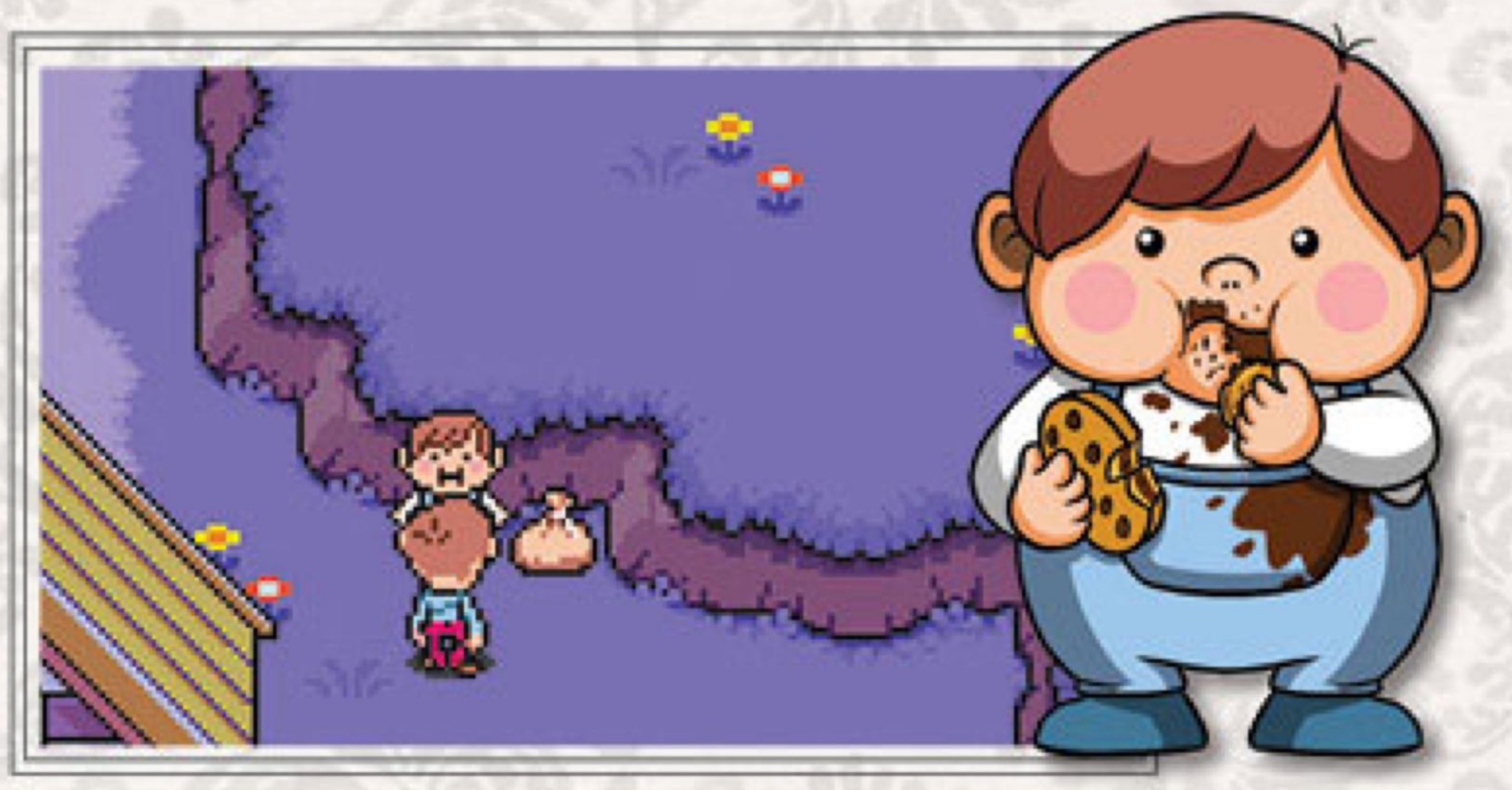
BUMP IN THE NIGHT

Exiting town, you bump into a strange man and his simian companion. What could they be doing in the middle of the night, and what's wrong with that monkey?

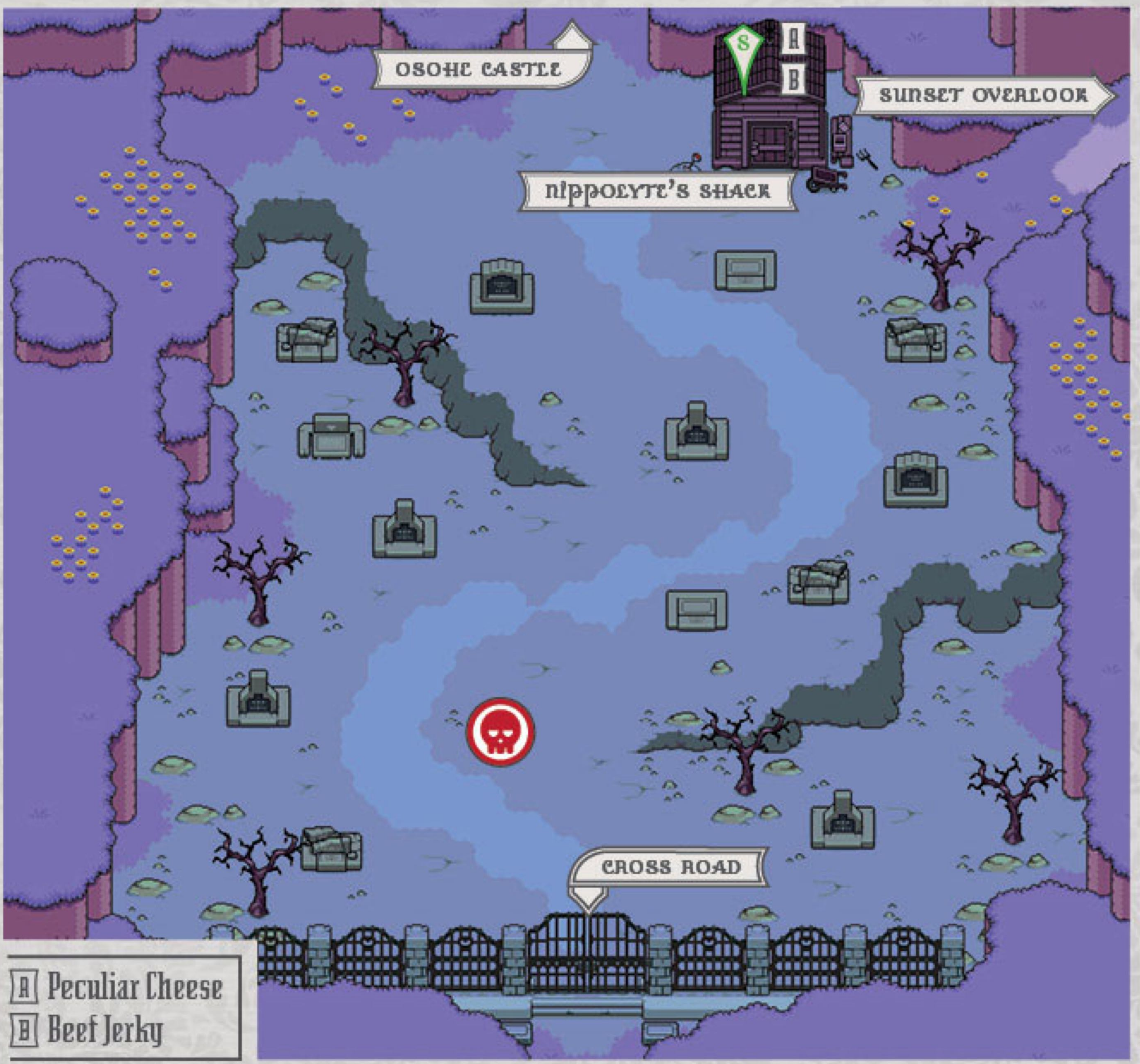


CAPITAL IDEA

Butch is huddled in a corner, sorting through a bag of "money" that he traded for some pigs. He doesn't quite know what it's used for, but the traveler who gave it to him seemed to think it might be useful soon. Butch hides the money in the well, and you're the only witness, so don't go trying to take it!



SUNSET CEMETERY


OSOHE CASTLE
S
A
B
SUNSET OVERLOOK
NIPPOLYTE'S SHACK
CROSS ROAD
A Peculiar Cheese
B Beef Jerky

ROLLING DOWNHILL

In the dark, ominous shapes fall from an airship as it lumbers across the sky above the castle. What kind of surveillance or weaponry could it be unleashing? Unfazed, Duster heads straight for the castle via the graveyard.

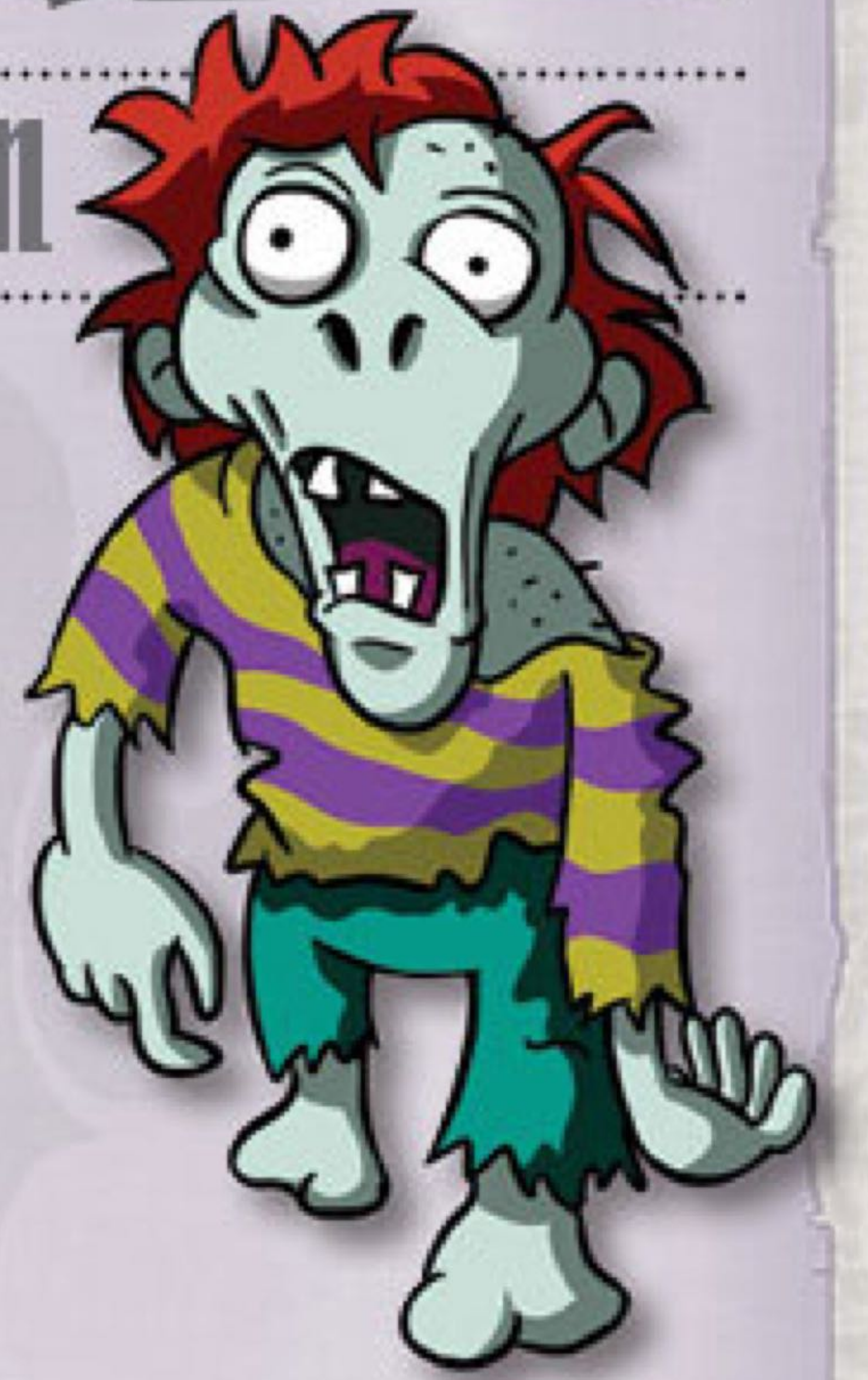
MINI-BOSS ENCOUNTER

Graveyard Bash

Zombies are on the attack! These ghosts of the past are looking for a quick meal, but as long as you picked up a Thunder Bomb from behind your house you should have no problem sending them back from whence they came. Don't forget to run back home and replenish your thunder bomb stock afterwards!

ENEMIES

ZOMBIE MAN

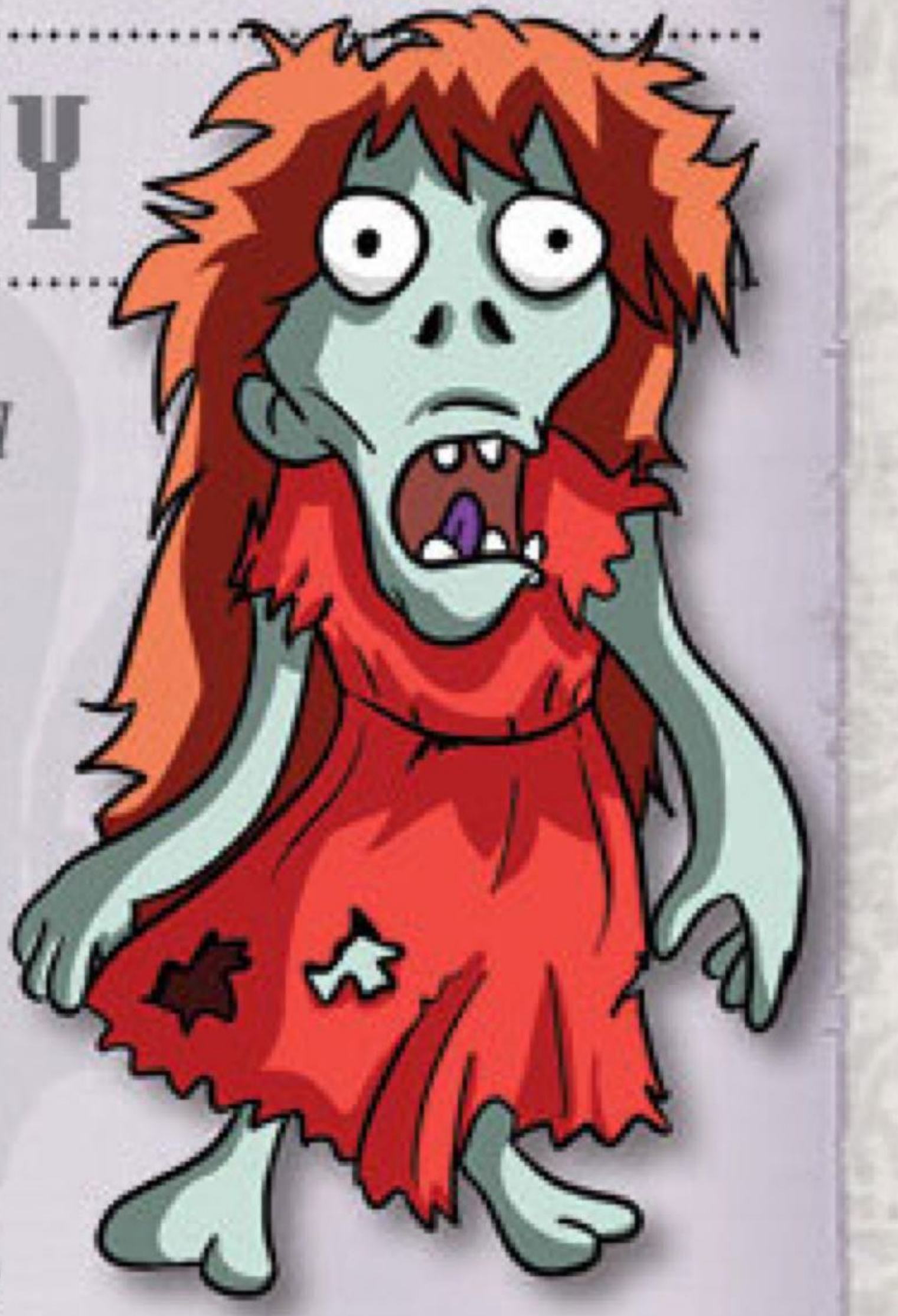


The dead walk the earth – and they're hungry! And a little chatty. Zombies make up for being slow and weak by attacking in groups, so hit them with wall staples and focus your attacks on one at a time.

Rotten Eclair (10%)

HP: 95 | OFF: 44 | DEF: 7 | EXP: 25

ZOMBIE LADY



She's back from the dead and fighting fit! She's not a lot different from the Zombie Man, so use the same techniques to send her and her companions back to the grave.

Rotten Eclair (10%)

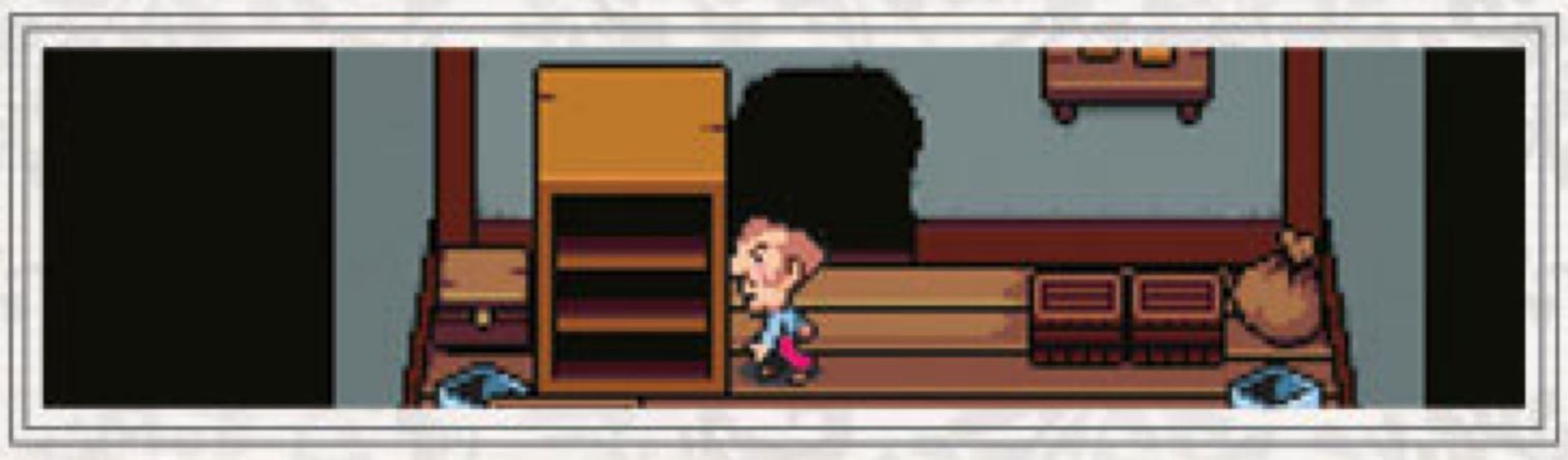
HP: 87 | OFF: 44 | DEF: 7 | EXP: 25

CARRY ON UP THE CASTLE

Once the zombies are all dispatched, head on up to the castle. Unfortunately the drawbridge is up, thereby preventing all entry. On your way back to the graveyard you'll receive an unexpected (and unsolicited) lesson in battle technique.

Obey Your Ant

It kills this ant to see your lack of battle rhythm. Take his advice: pay attention to the rhythm of your enemies' movements and work towards a 16-hit combo!



Tunnel Vision

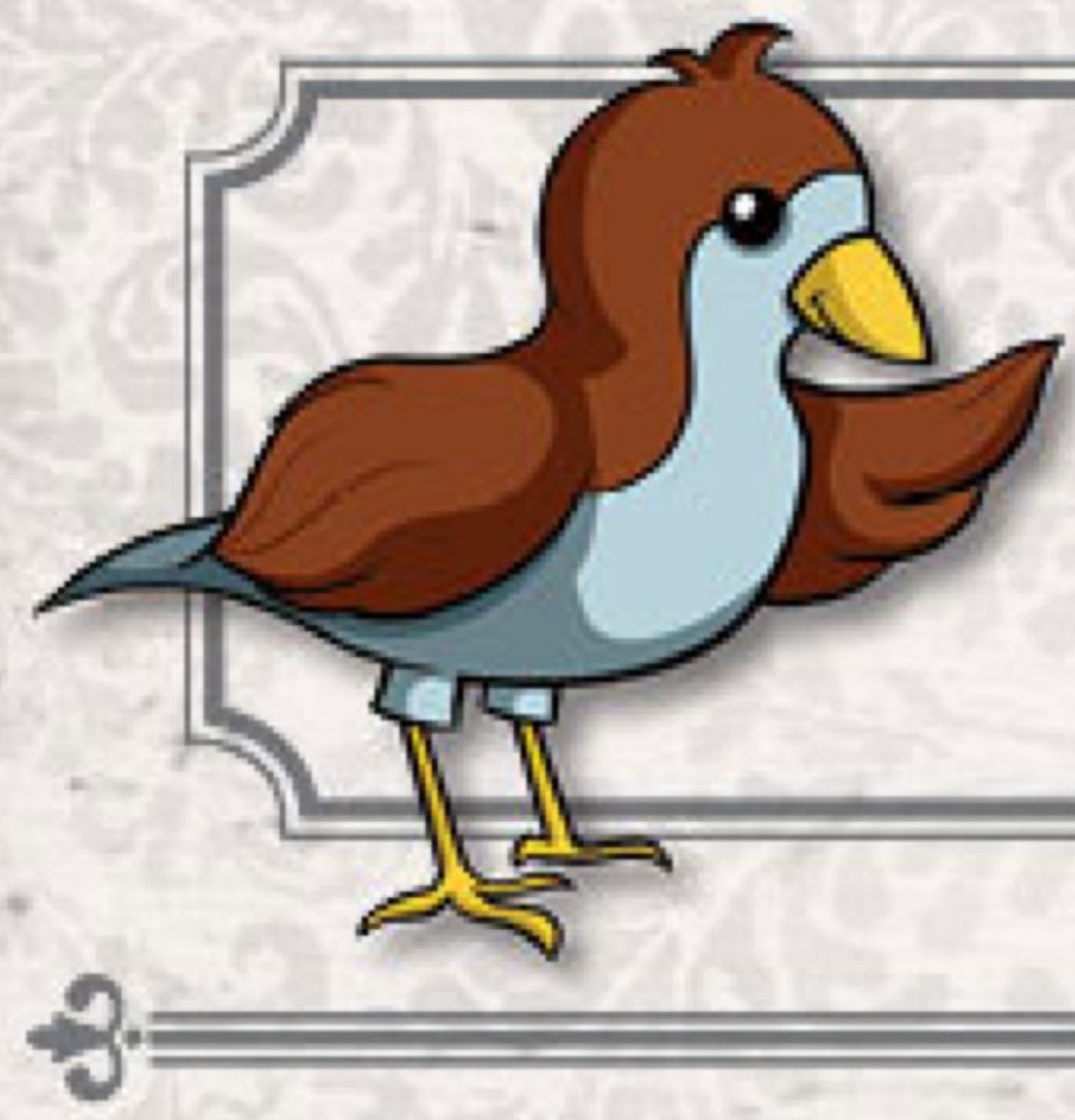
You could have sworn you watched Nippolyte enter his house, but he's nowhere to be found. Where could he be? His basement has some food (including one of your favorite types of cheese) and an... empty bookcase? Do a little redecorating and you'll find the gravedigger's creepy secret passage.

STARING CONTEST

Outside of battle, the Spineless Lobsters will give you the ol' stink eye. Outstare them and you'll have an easy opening shot in battle.

NIPPOLYTE

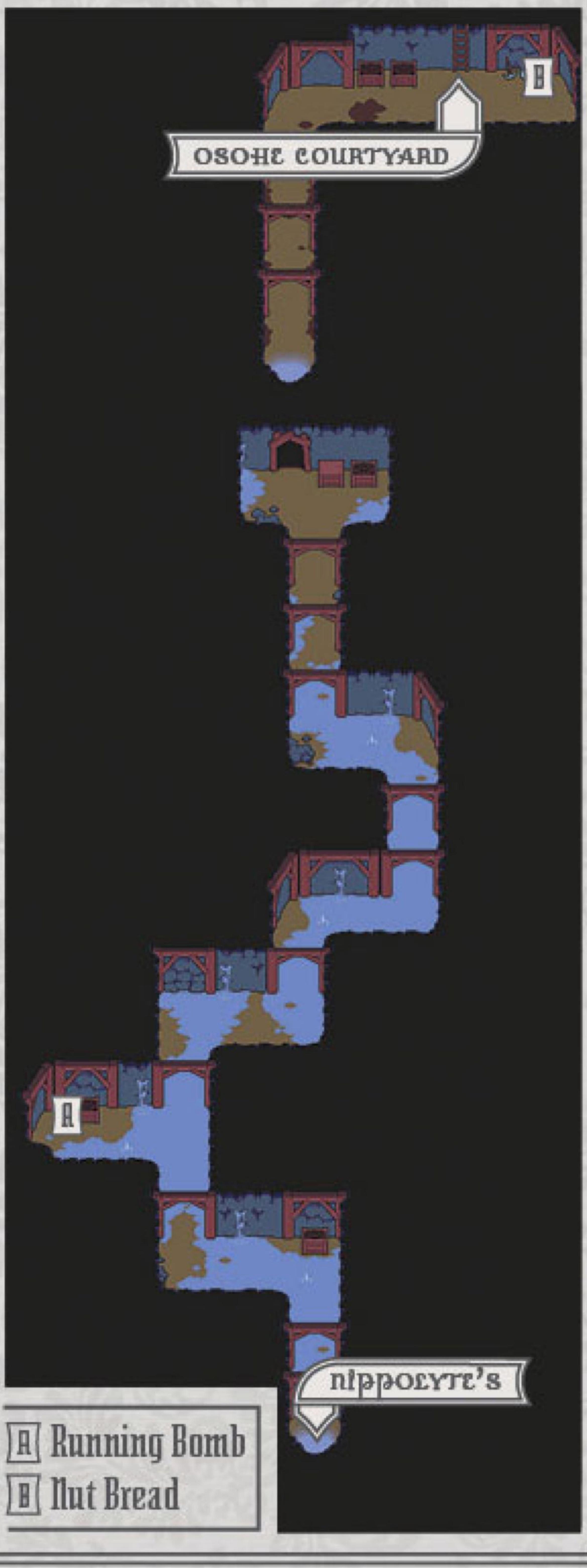
Local grave digger and sower of agricultural abominations.



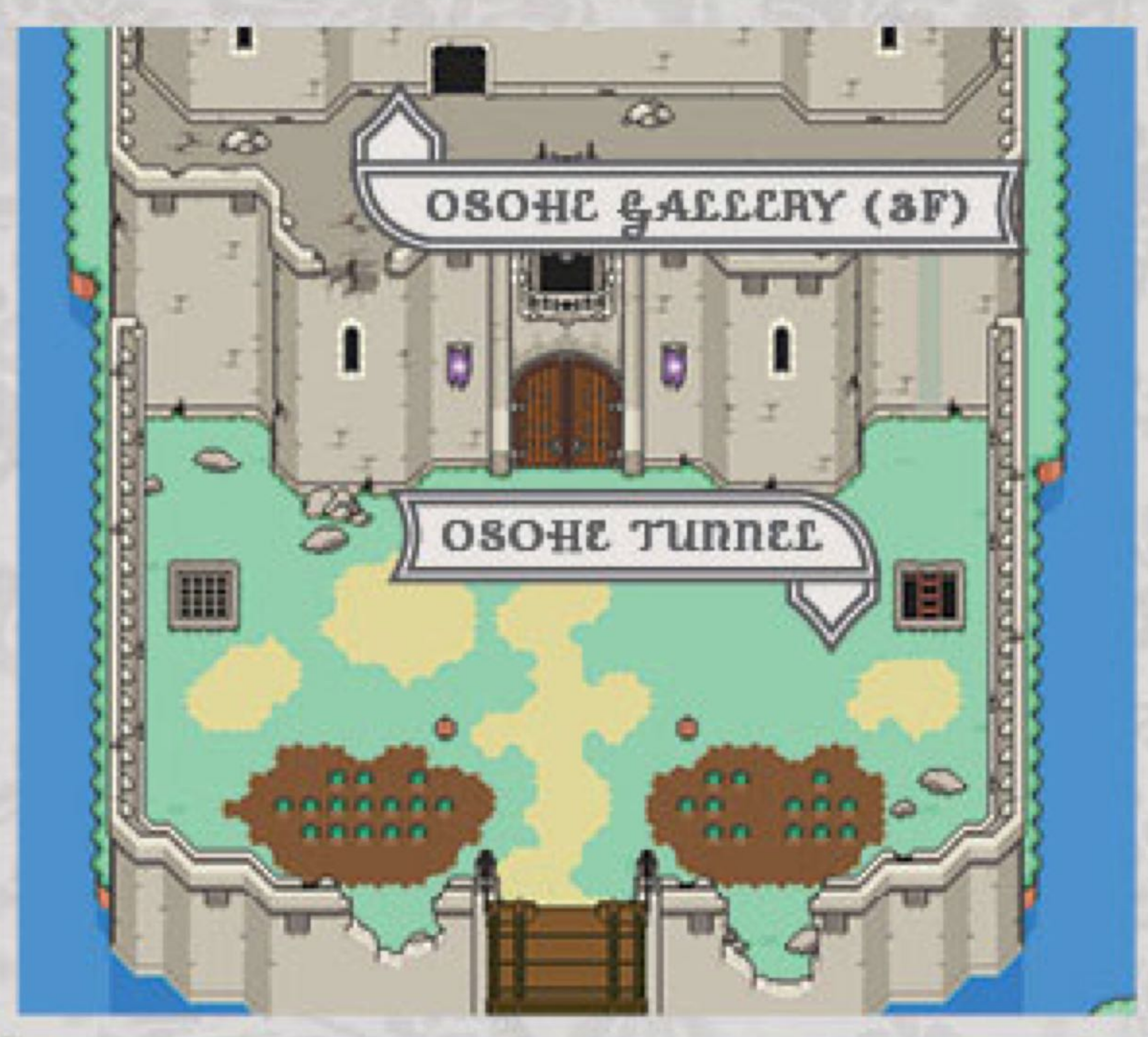
SPARROWS

Chirpy little birds with a wealth of useful information.

OSOHE TUNNEL



OSOHE COURTYARD



Oh, So, Hey—Castle Time!

The tunnel leads to the castle courtyard where Nippolyte tends his culinary hobbies in secrecy. Nippolyte thinks you'd have to scale the walls if you wanted in the castle, and he's right—the front door won't budge. Check the discolored castle wall over by the tunnel.

MYSTERY SOLVED

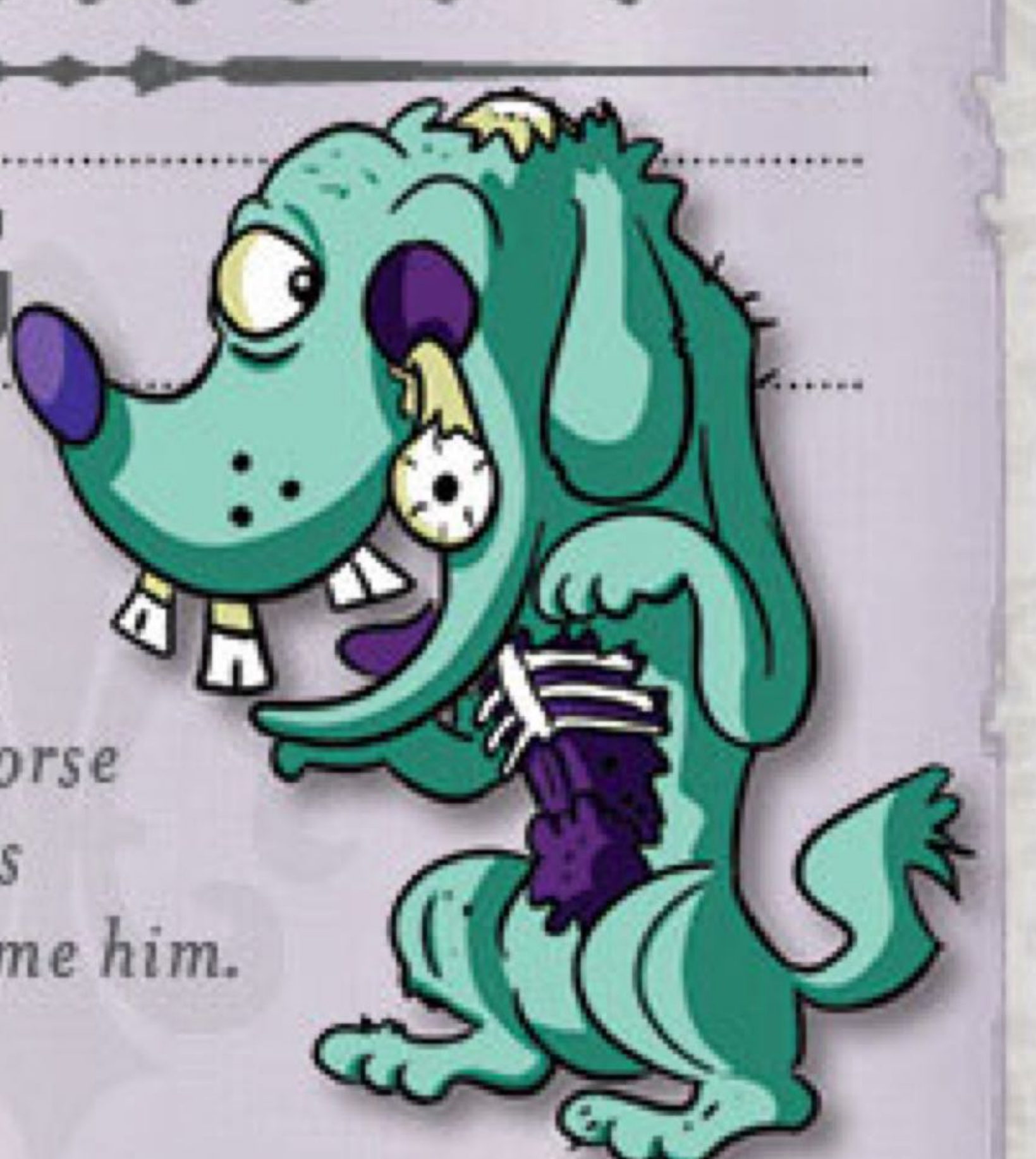
As you explore the castle balcony, watch your step. That air-ship's special delivery was not as threatening as you feared, but talk about vile.

Venture Inward

Head inside and make your way to the first floor. Beware of ghosts and their ghastly breath.

Enemies

ZOMBIE DOG

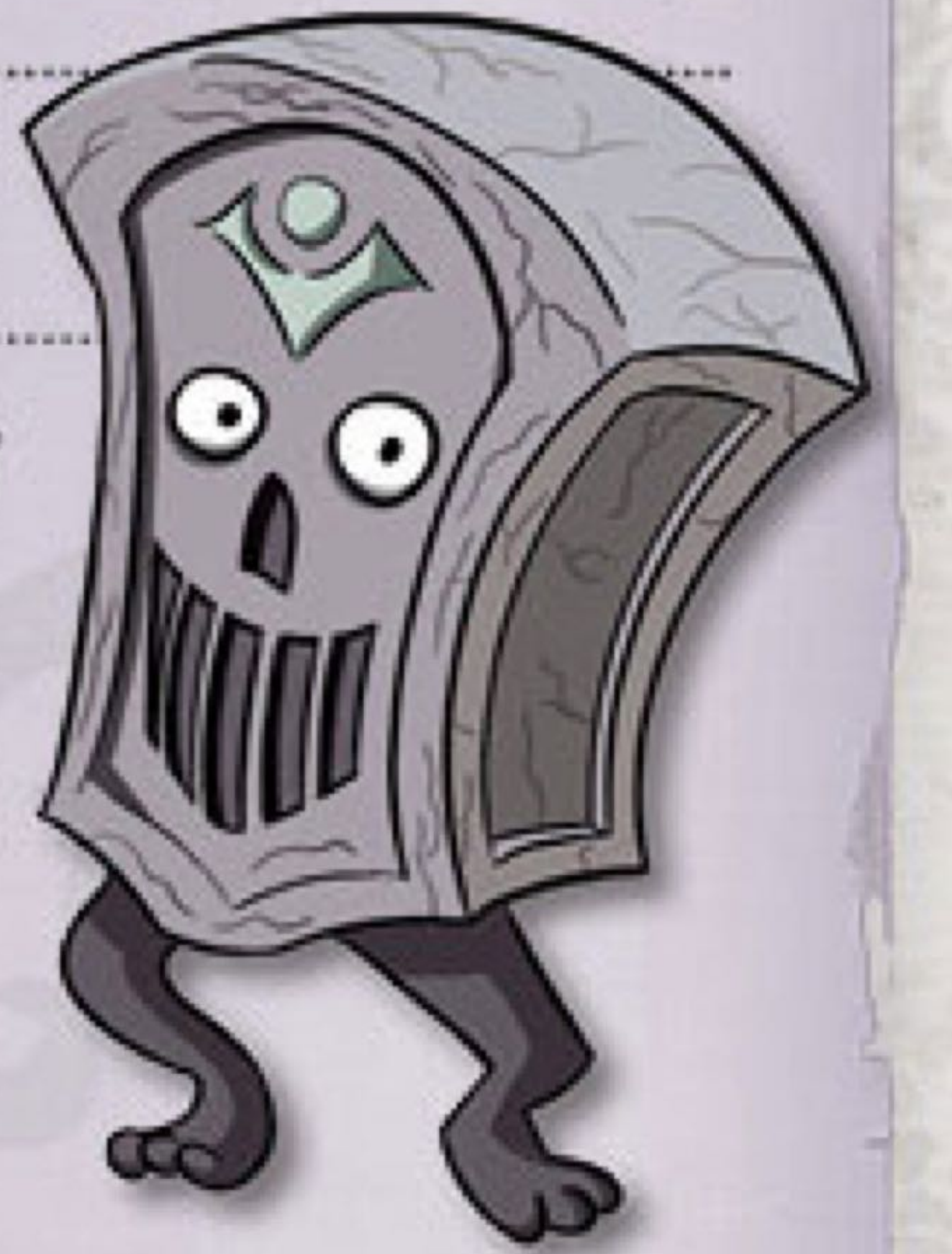


Don't let his winning smile fool you. He's not the toughest enemy around — his bark is worse than his bite. A few hits should be enough to tame him.

Nut Bread (70%)

HP: 115 | OFF: 42 | DEF: 5 | EXP: 29

MOBILE GRAVE

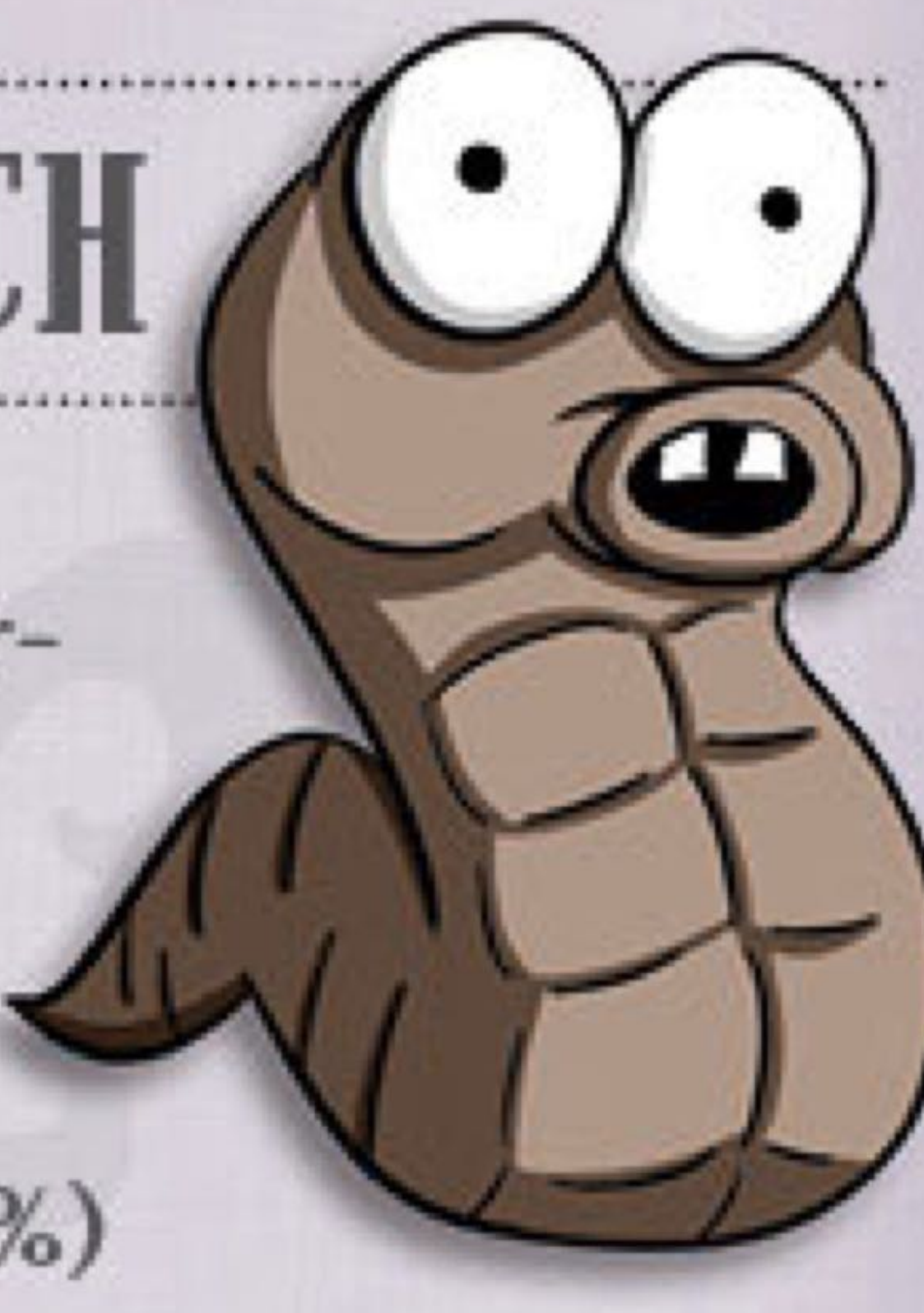


At night it's not just the dead that go walking. Stoneface here can be a tough customer, but a Thunder Bomb will help bring him down.

Running Bomb (10%)

HP: 158 | OFF: 63 | DEF: 26 | EXP: 60

DETACHED LEECH

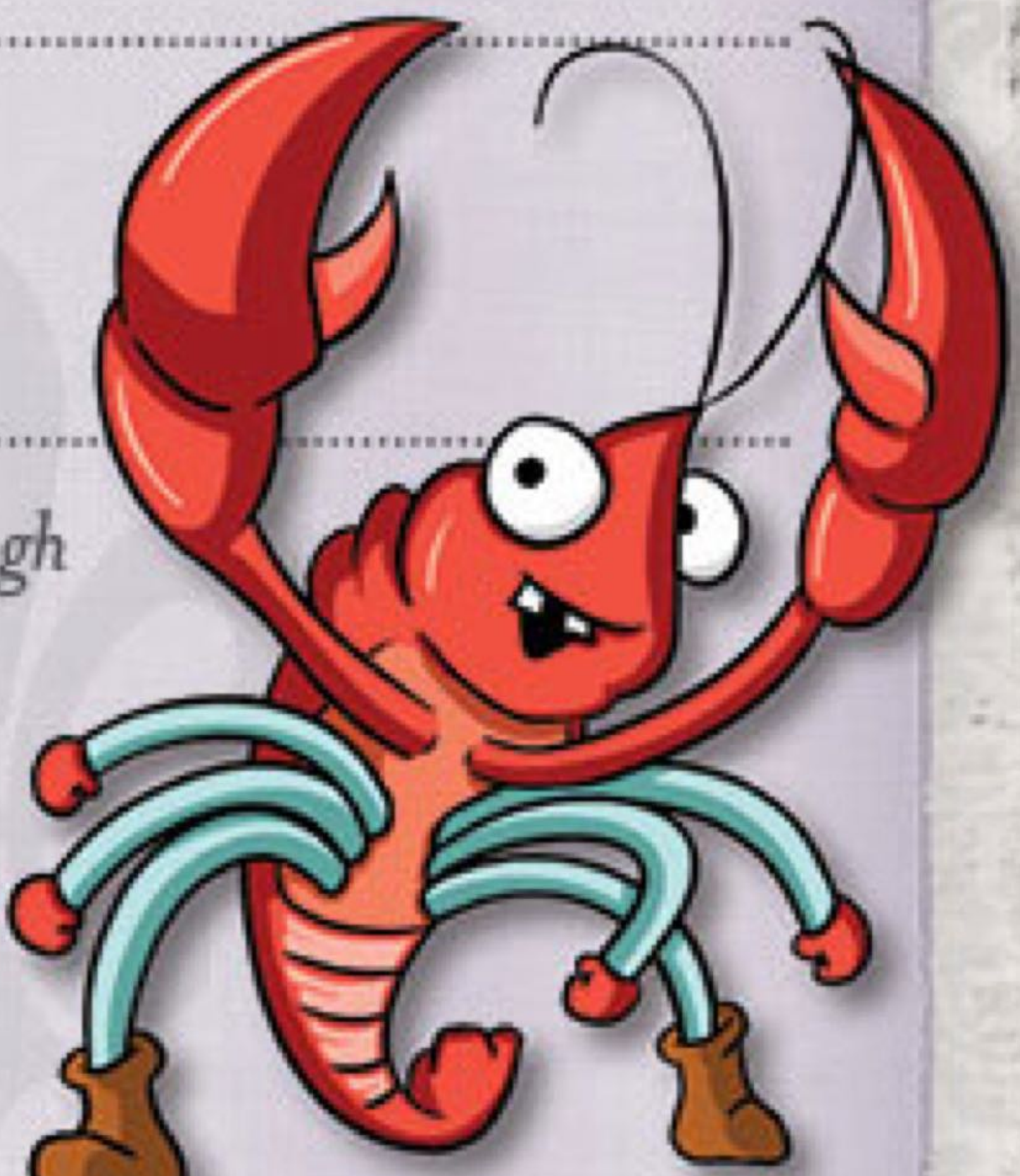


Great leaping leeches! This sucker is fairly easy to overpower, but beware of large groups. There's safety in numbers, but not for you.

Edible Mushroom (70%)

HP: 61 | OFF: 33 | DEF: 5 | EXP: 21

SPINELESS LOBSTER



This crab may have a tough exterior, but he has his limitations. He can raise his offense, but only once, giving you the chance to nip in and leave him shellshocked.

Beef Jerky (20%)

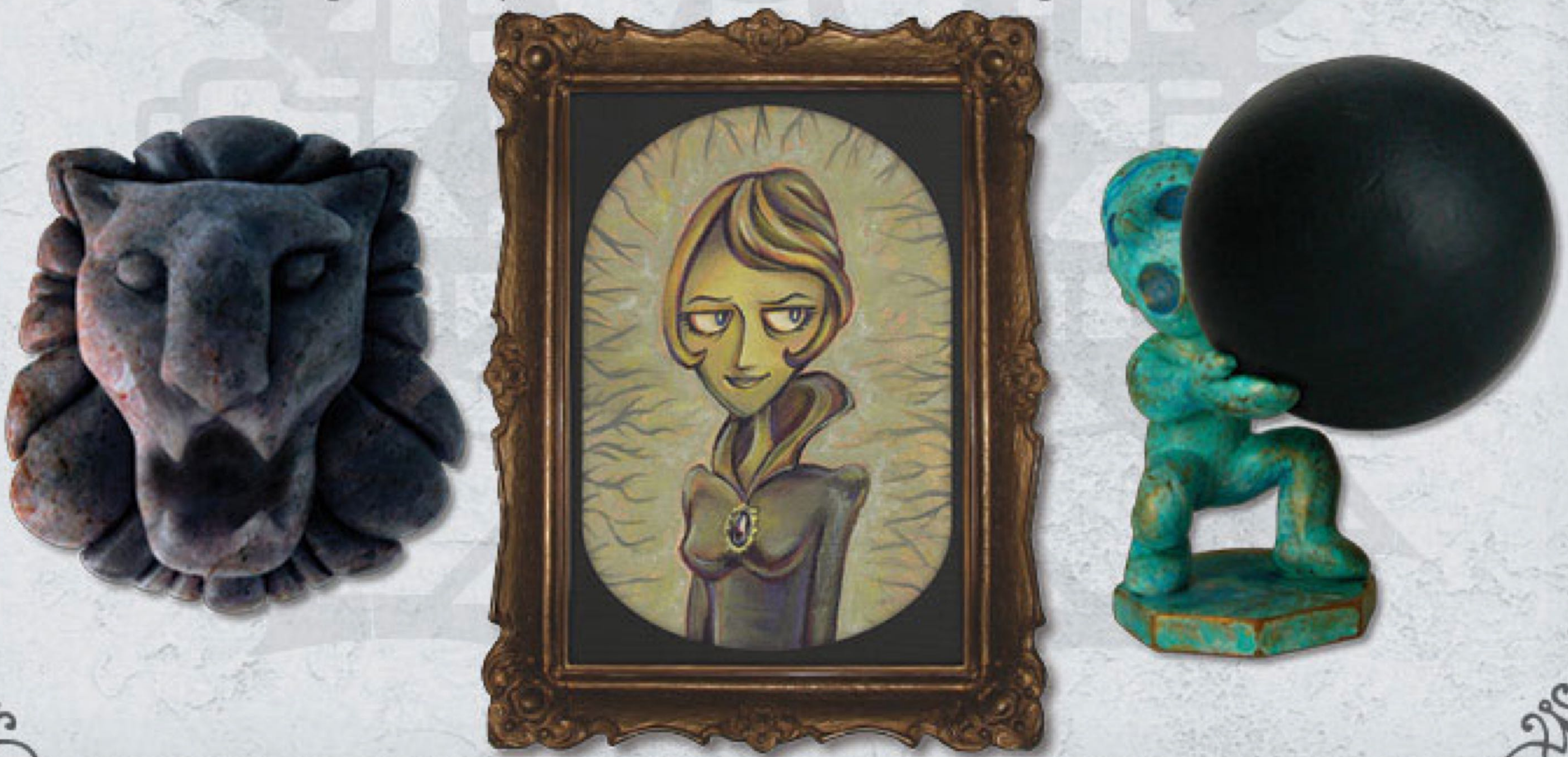
HP: 80 | OFF: 42 | DEF: 24 | EXP: 40

CHAPTER
No. 2
PART 2
Osohe Castle

Osohe Castle is an abandoned mystery full of frightening spirits and impassable obstacles. That's never stopped you before, so perhaps it's time to blaze your own trail. That statue looks like a good starting place!

The Art of Osohe

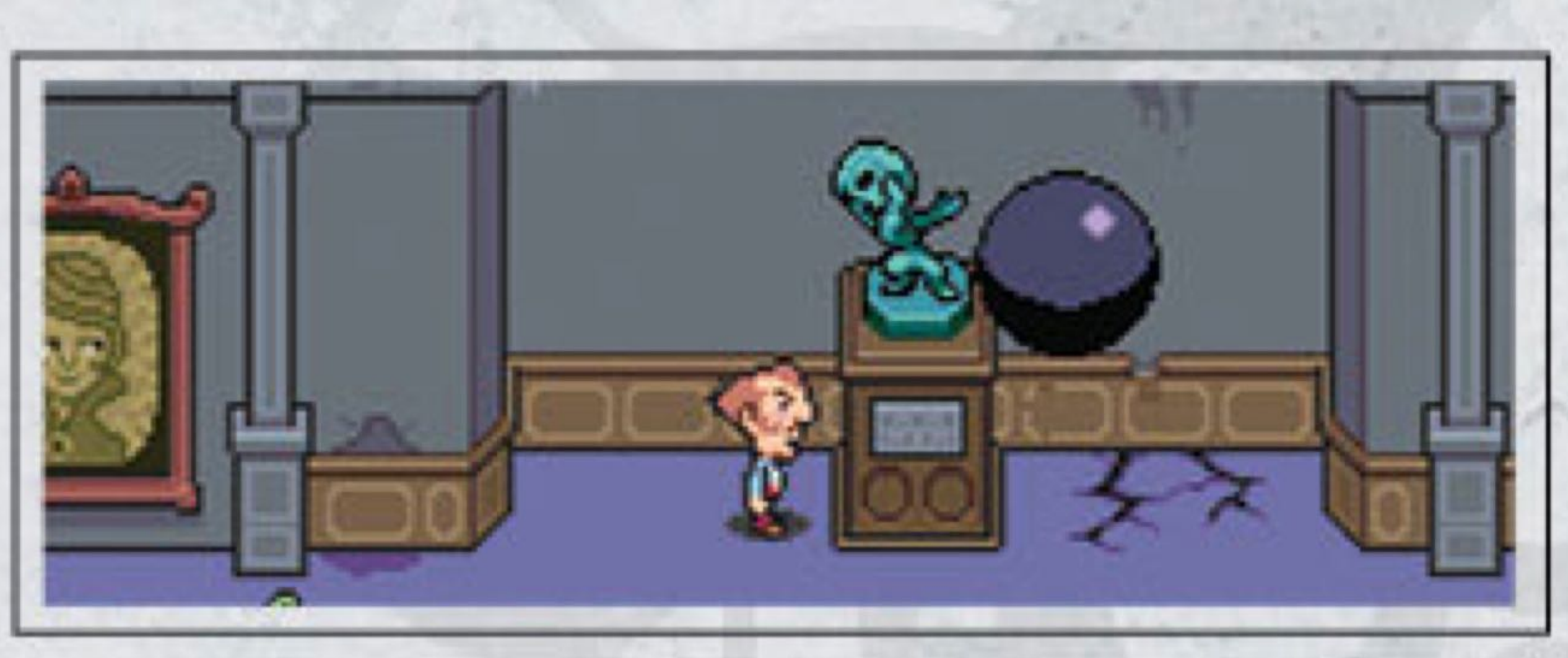
The most interesting and dangerous aspect of the ancient Osohe Castle is the fascinating art packed into every room and hallway. Statues, paintings, and ancient weapons in various states of peril, decay, and enchantment fill the decrepit corridors.



UNWANTED GIFTS

Don't be tempted to open the present at the bottom of the hole, as it contains an unpleasant surprise. If your curiosity gets the best of you, though, take heart—the present in the next room contains a little something to clear the air.

Safety Warning



Every year dozens of people are injured in art-related accidents. Are you thinking about dashing into a heavy metal object? If so, follow these simple steps for a safe and happy art-wrecking experience:

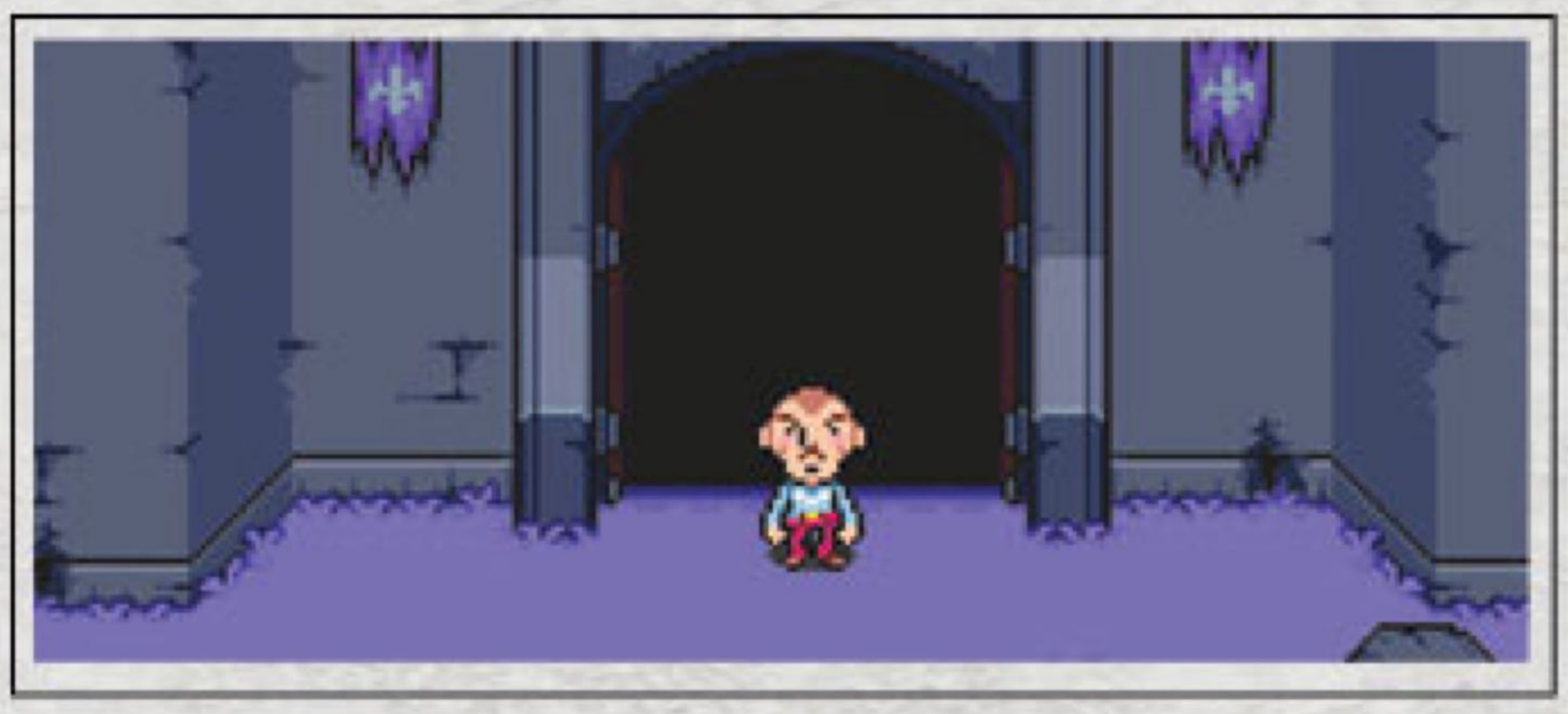
Dash—Don't Push! *The greatest obstacle faced by young statue-crashers today, aside from the statues themselves, is the misconception that pushing is enough.*

Left is Right! *If you must dash into a priceless artifact, be sure to do it at a safe angle. Blindly dashing into an unwitting statue from the wrong direction could prove hazardous to more than just the artwork.*

Leap Recklessly! *Have you successfully ruined an ancient treasure? Not sure what to do next? Seasoned professionals agree that flinging oneself recklessly into the nearest hole is the best course of action.*

NOW OPEN SESAME

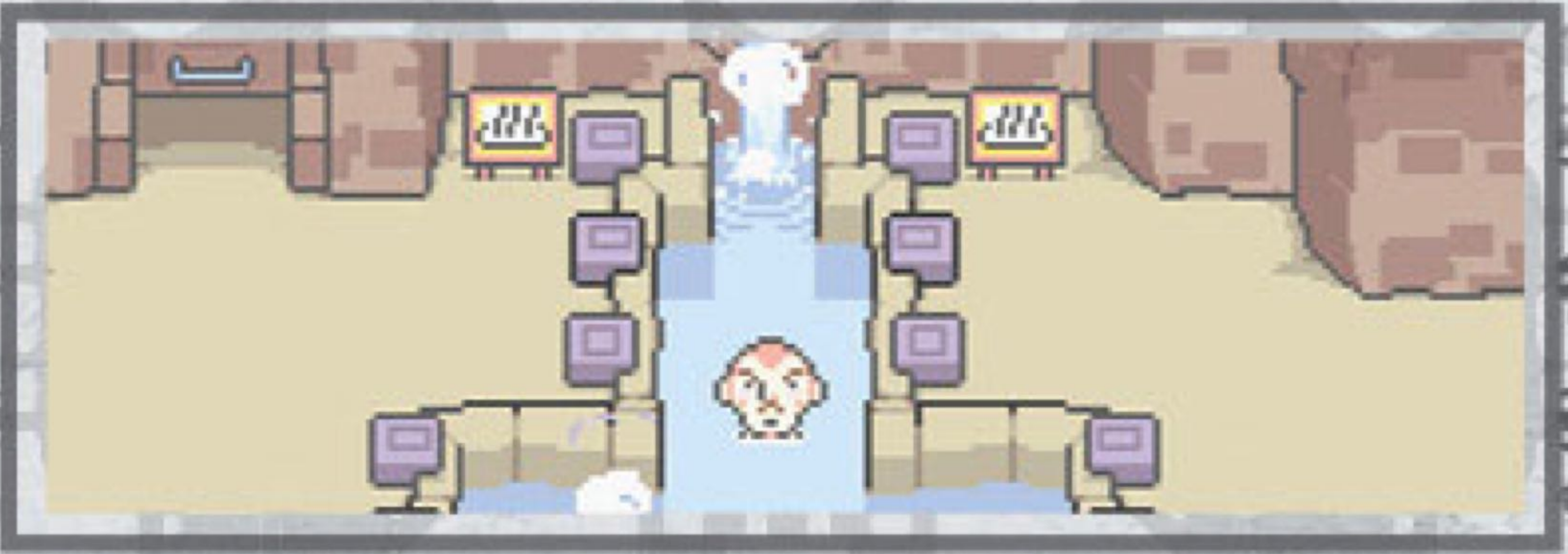
Once you're in the entrance hall, you can throw open the castle doors. You can also shout your favorite incantation for dramatic effect.



Oh-So-Ghost Busting

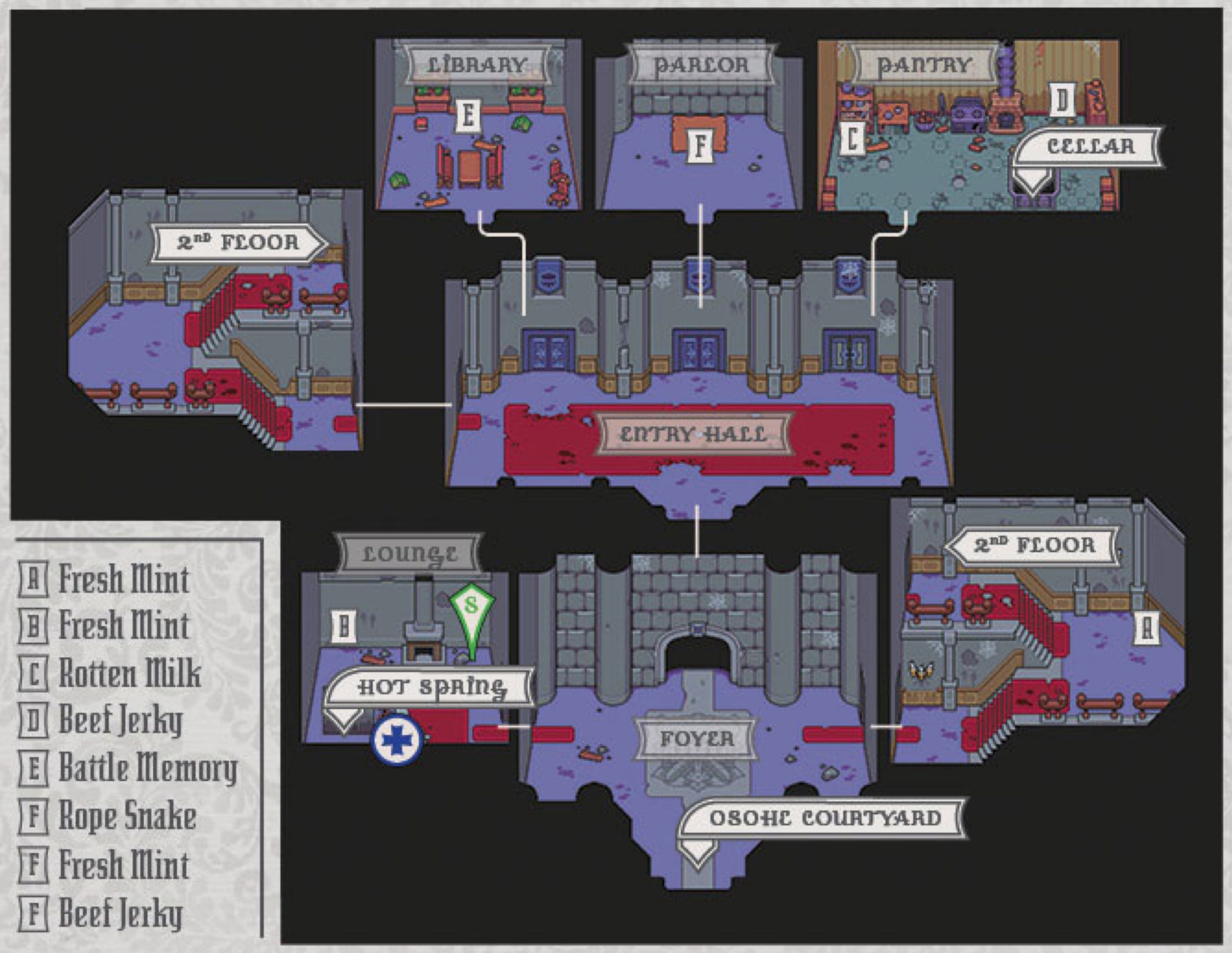
The halls and rooms of Osohe castle are filled with wandering spirits. Lucky for you it's easy to distinguish friendly ghosts from their less diplomatic cousins, since unfriendly ghosts tend to wander the hallways with bloodshot eyes. Watch out!

Hotsprings of Nowhere



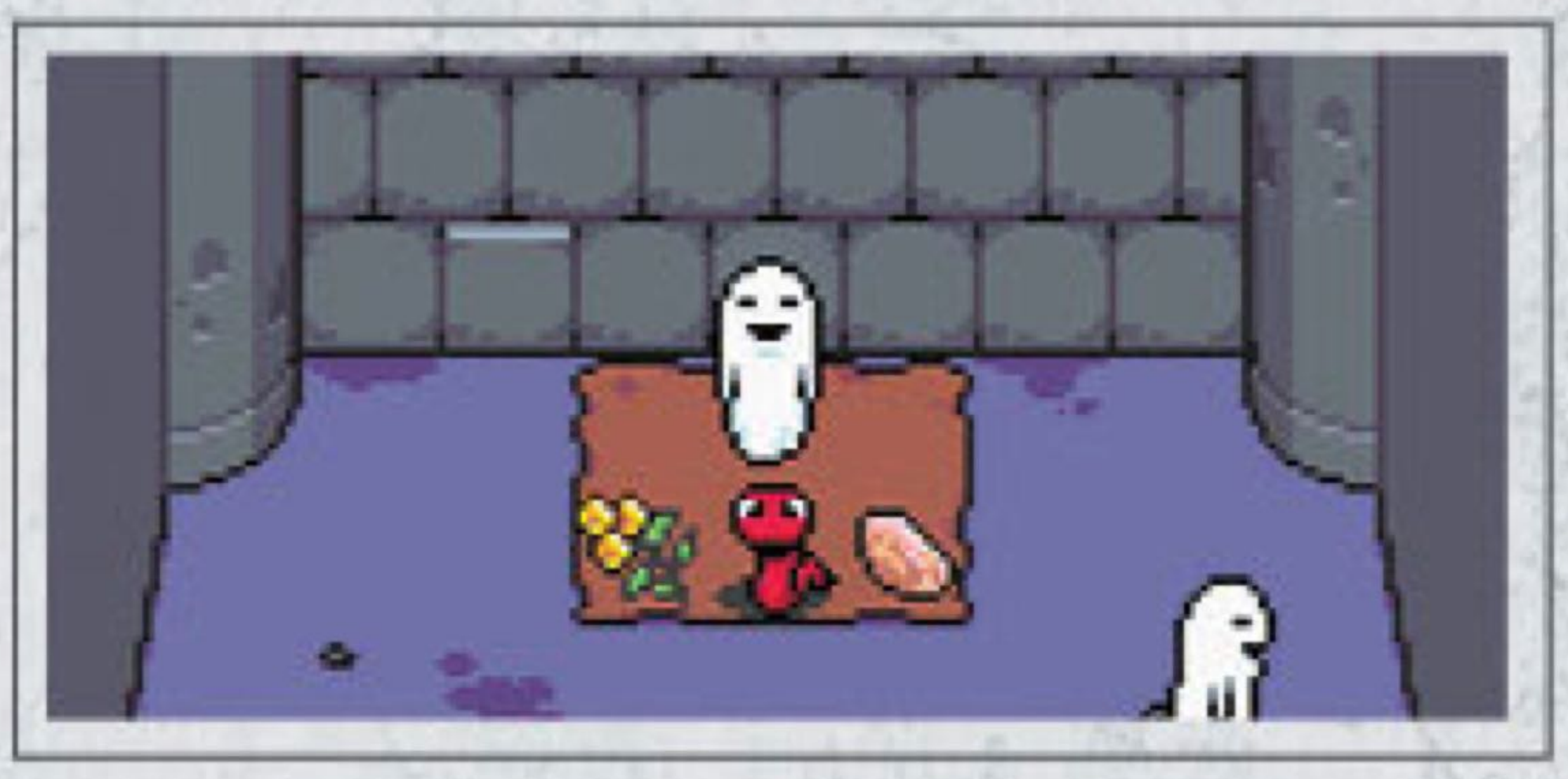
Founded centuries ago, the Osohe Spring Water company jumped into direct competition with the ubiquitous Kokori Co. In a desperate bid to attract the filthy, unwashed masses, the company fitted its spring with fancy stonework and mimicked Kokori's successful haiku campaign. Incredibly, Kokori Co. continued to flourish in spite of this vicious competition. Their secret weapon: "Location, location, location." It seems that having a spring sealed beneath an ancient castle wasn't a solid business move.

OSOHE CASTLE - 1ST FLOOR


LIBRARY
E
PARLOR
F
PANTRY
D
C
CELLAR
2ND FLOOR
ENTRY HALL
LOUNGE
B
S
HOT SPRING
FOYER
2ND FLOOR
A
OSOHE COURTYARD

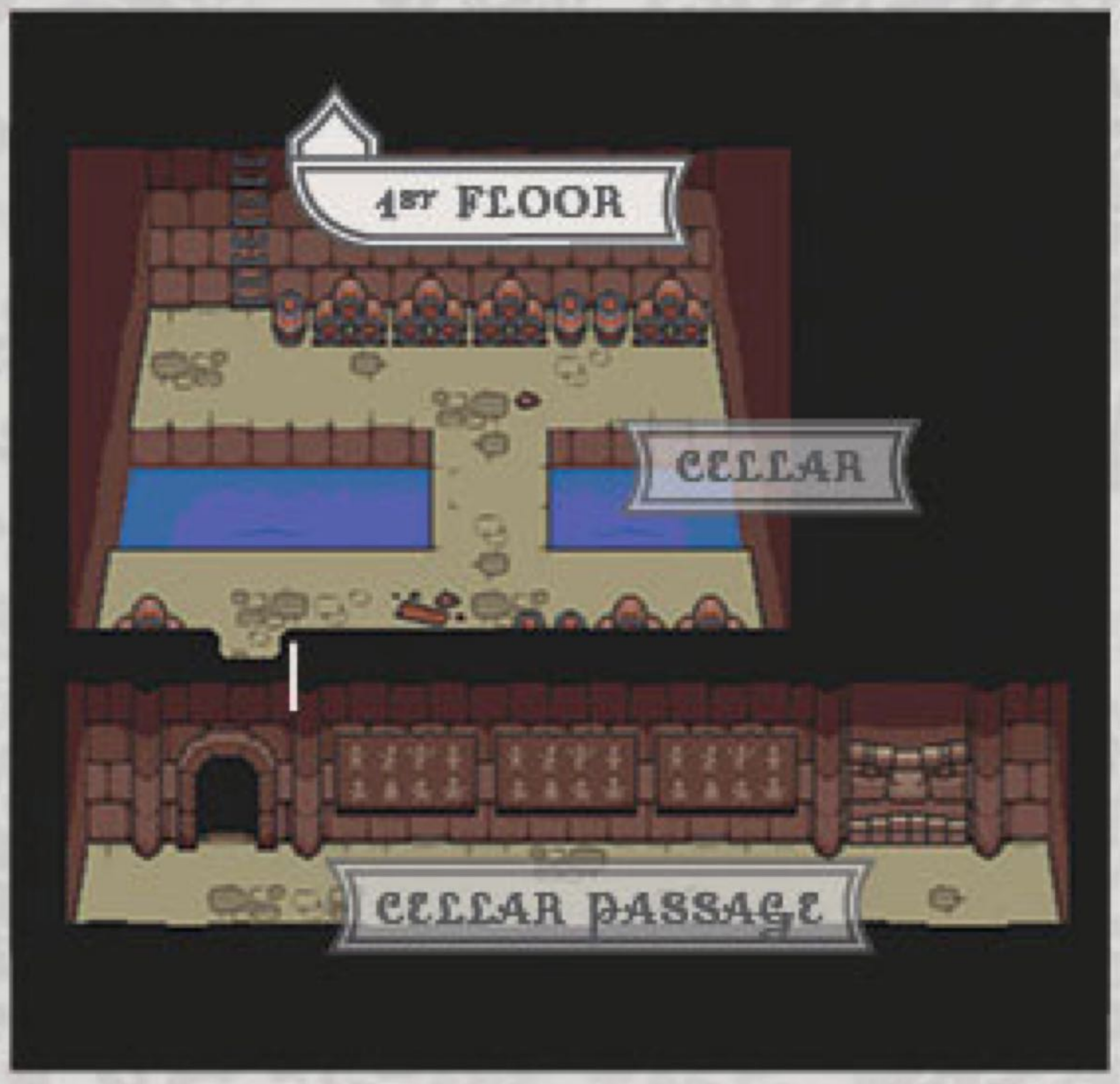
A	Fresh Mint
B	Fresh Mint
C	Rotten Milk
D	Beef Jerky
E	Battle Memory
F	Rope Snake
F	Fresh Mint
F	Beef Jerky

Casper's
ROT N' SWAP



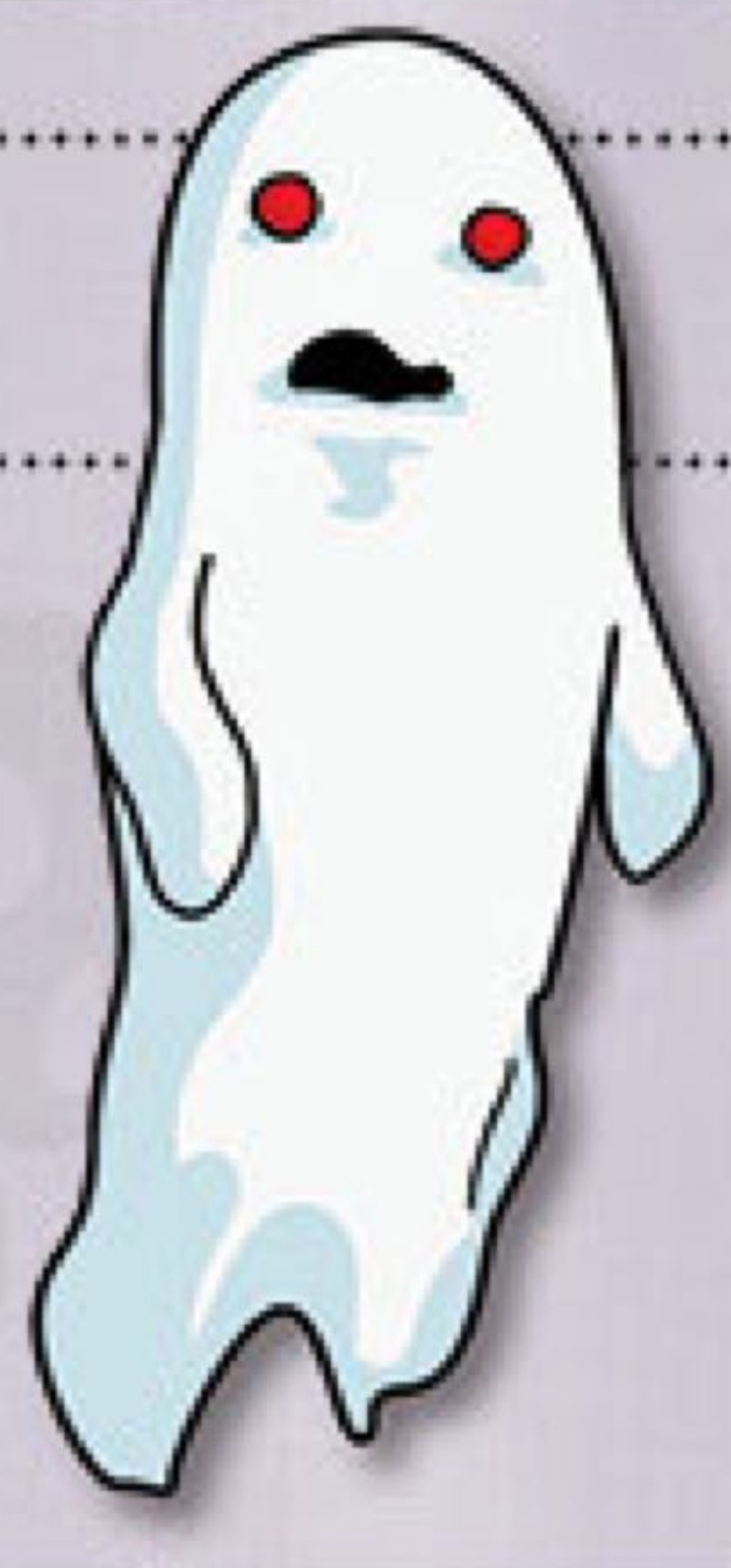
Looking for an eclair on the cheap? Tired of paying retail prices for rotten food? Wander this mortal coil no longer, friends! Come on down to Casper's Wholesale Rot-N-Swap where you'll find the biggest selection of fresh mints, rotten food, and anthropomorphic plot devices in all of Nowhere! This week only we're having a special on Rope Snakes for just one eclair! We're practically giving them away, so hurry on down to the Ghost Bazaar because supplies are limited!

CASTLE CELLAR



enemies

STINKY GHOST

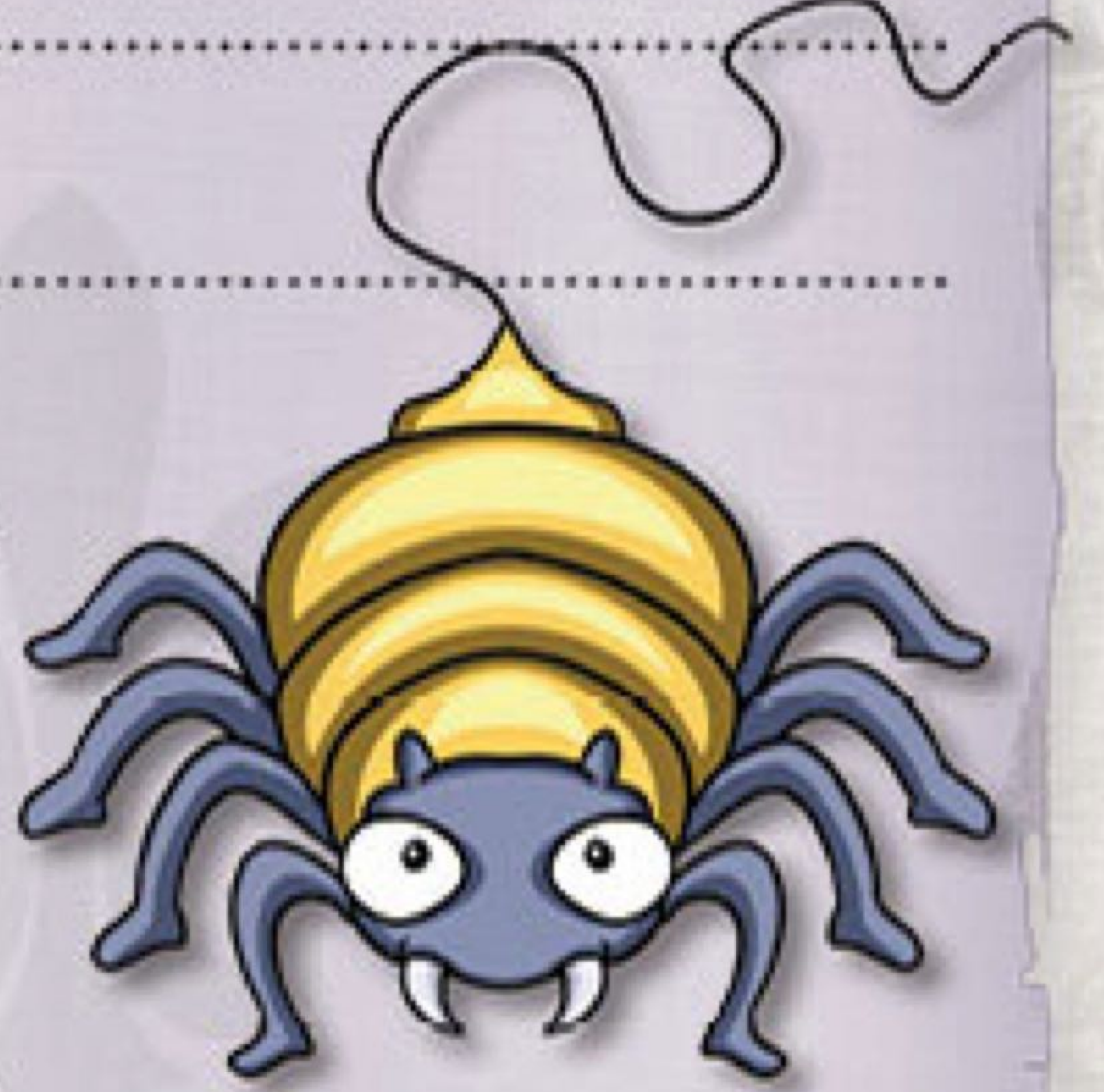


These spectres shouldn't be too difficult to dissipate. You can avoid their burping attacks by pinning them down with your wall staples.

Rotten Eclair (50%)

HP: 125 | OFF: 48 | DEF: 10 | EXP: 35

ARACHNID!

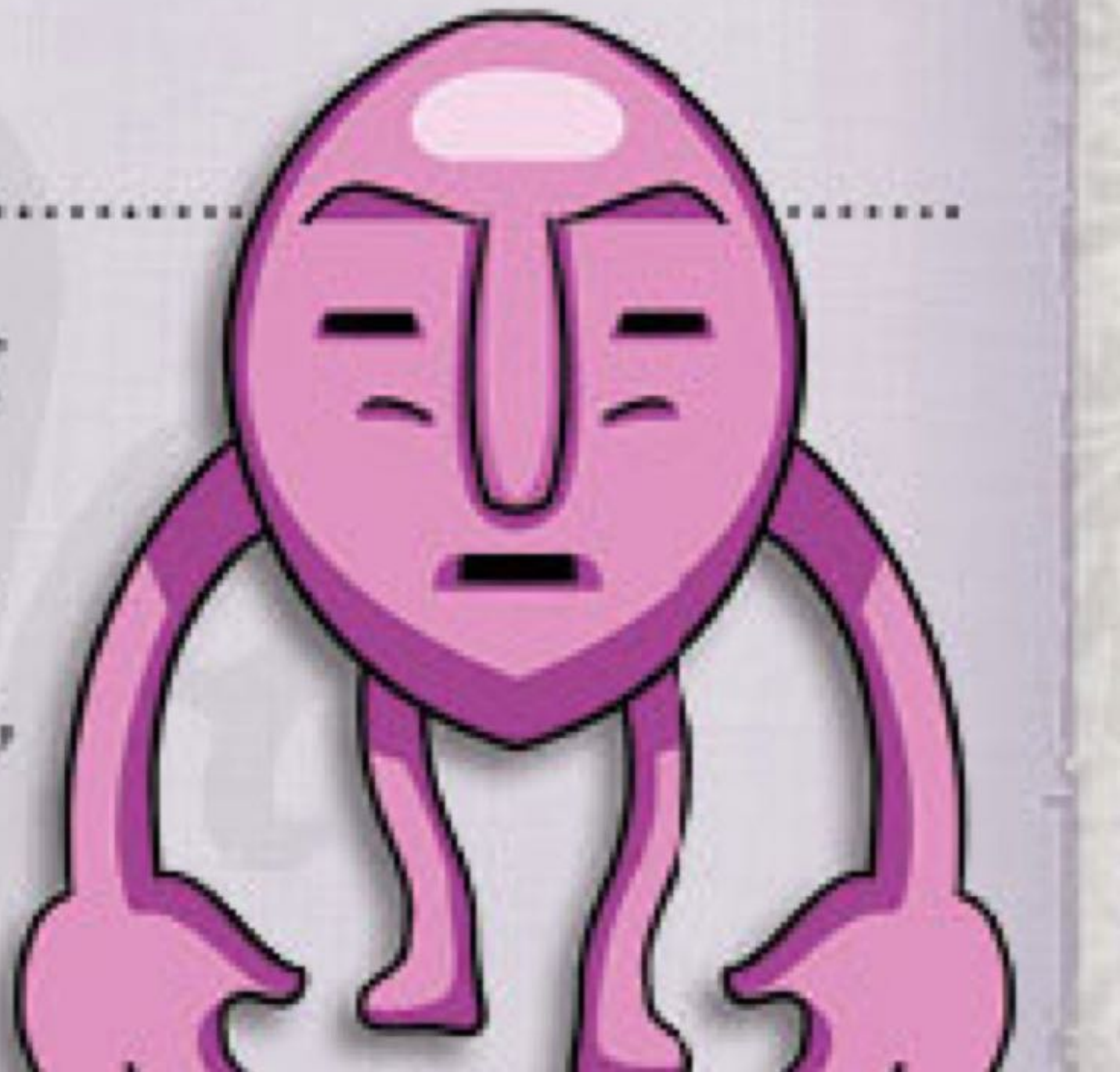


They'll try to trap you in their webs and may call for backup, but their defense is so low that they don't pose a real threat.

Fresh Mint (20%)

HP: 60 | OFF: 43 | DEF: 5 | EXP: 20

BIG BRO

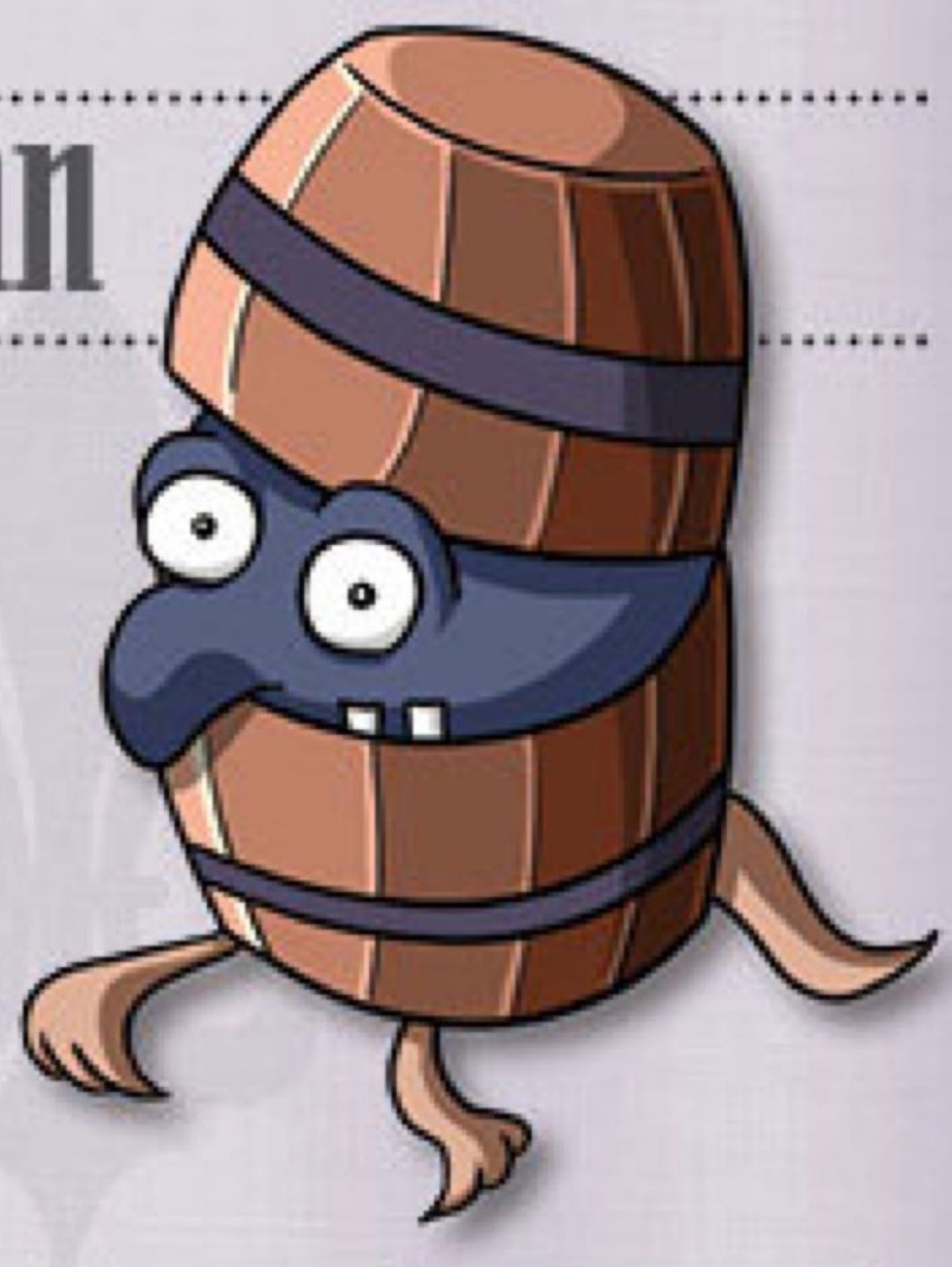


These sad looking guys hang out in the castle cellar. They'd like to use psychic powers, but can't. In fact, they won't attack you at all, so you can't lose!

Nut Cookie (70%)

HP: 67 | OFF: 10 | DEF: 13 | EXP: 15

BARREL MAN



He's not a barrel of laughs and he's not very strong. Give him the old one-two and watch him roll away.

Nut Bread (70%)

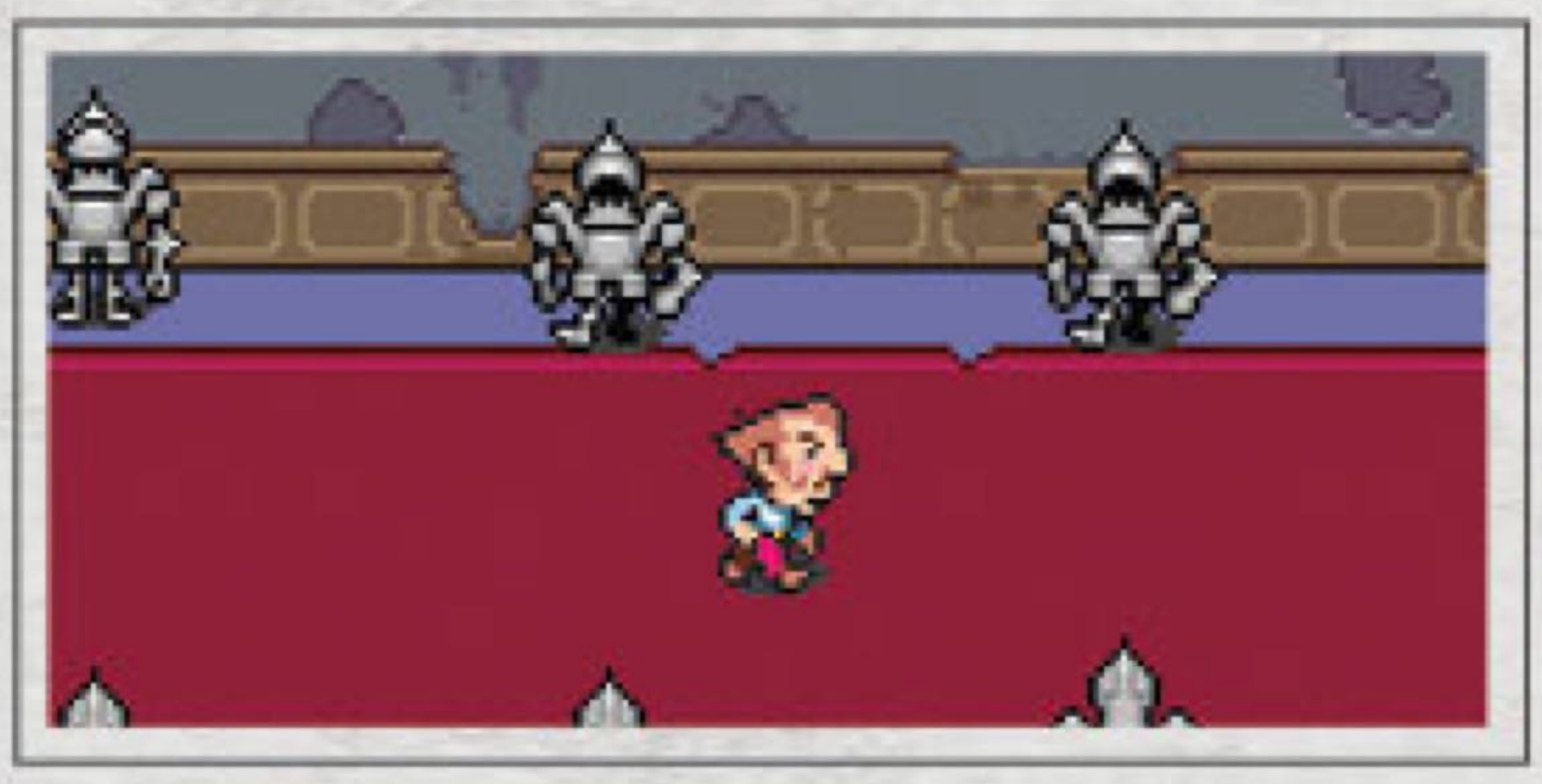
HP: 100 | OFF: 50 | DEF: 18 | EXP: 32

Memories are made of This

In the library west of the Ghost Bazaar is an important item you won't want to miss: the Battle Memory. You can use this special item to 'remember' the enemies you've already faced. They won't fight back, so take your time practicing combos, getting your timing right, and searching for vulnerabilities!

CALL TO ARMS AND A LEG

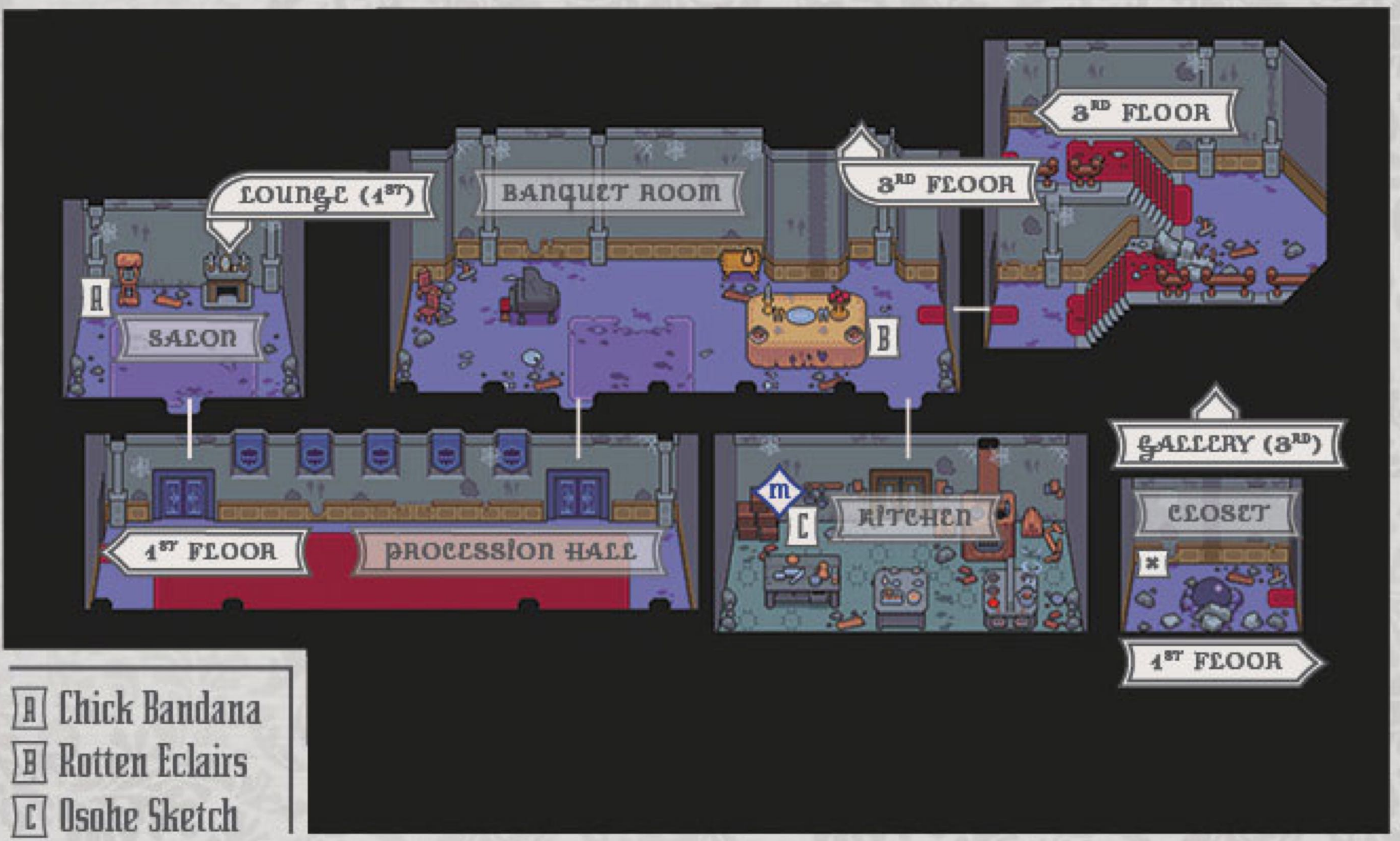
Once you've got your Rope Snake, run to the library and check out the mysteriously empty books. (What's the point of a handsome book with no content?) Head upstairs via the door to the west, you'll find a hallway filled with ambulatory armor. The noise coming from the end of the hall could wake the dead...



RISKY BUSINESS

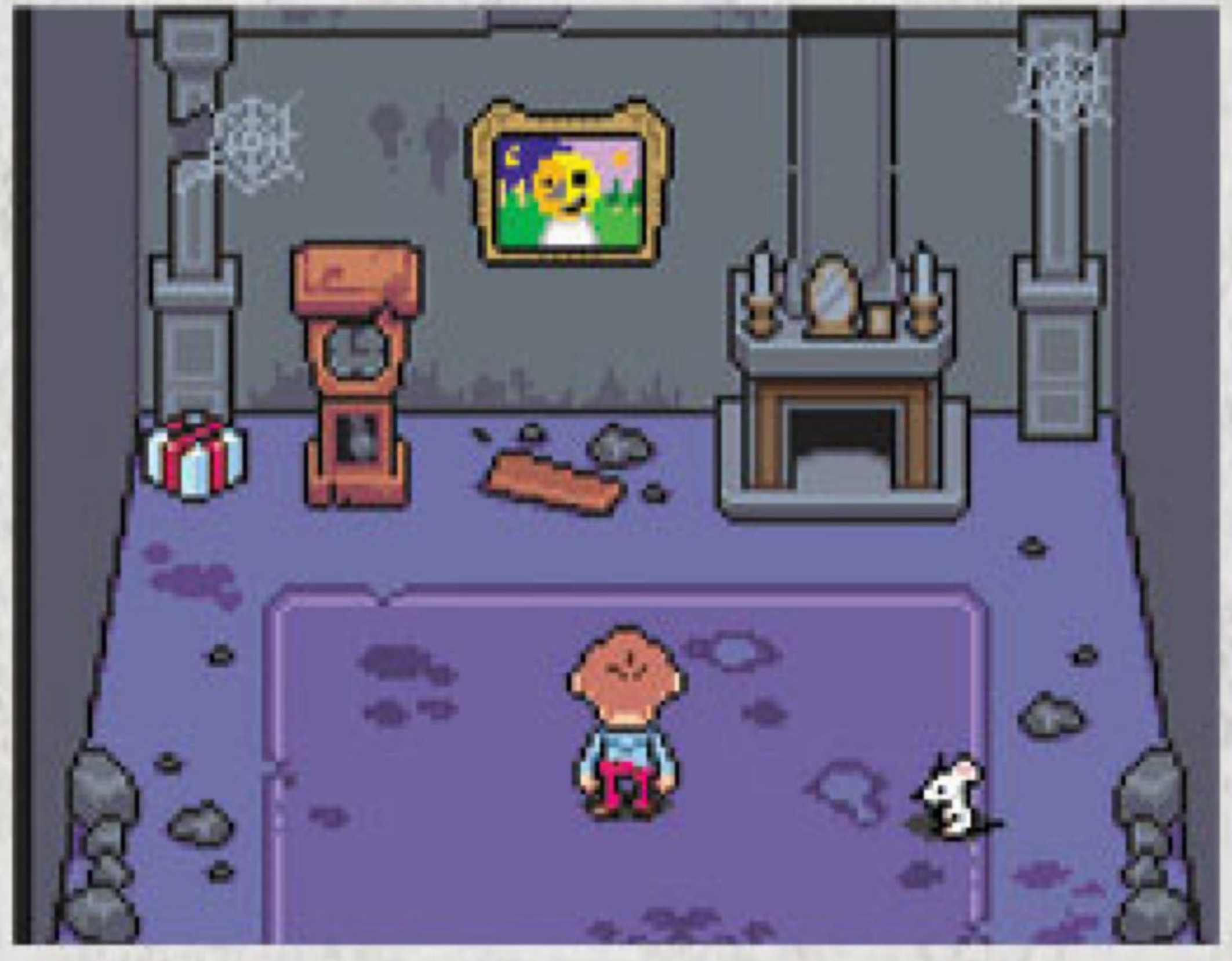
You can avoid the Ghost Armor if you sprint straight down the middle of the hallway, but if you're running low on HP, don't risk it—take the chimney shortcut back to the hot spring and heal up first.

OSOHE CASTLE - 2ND FLOOR

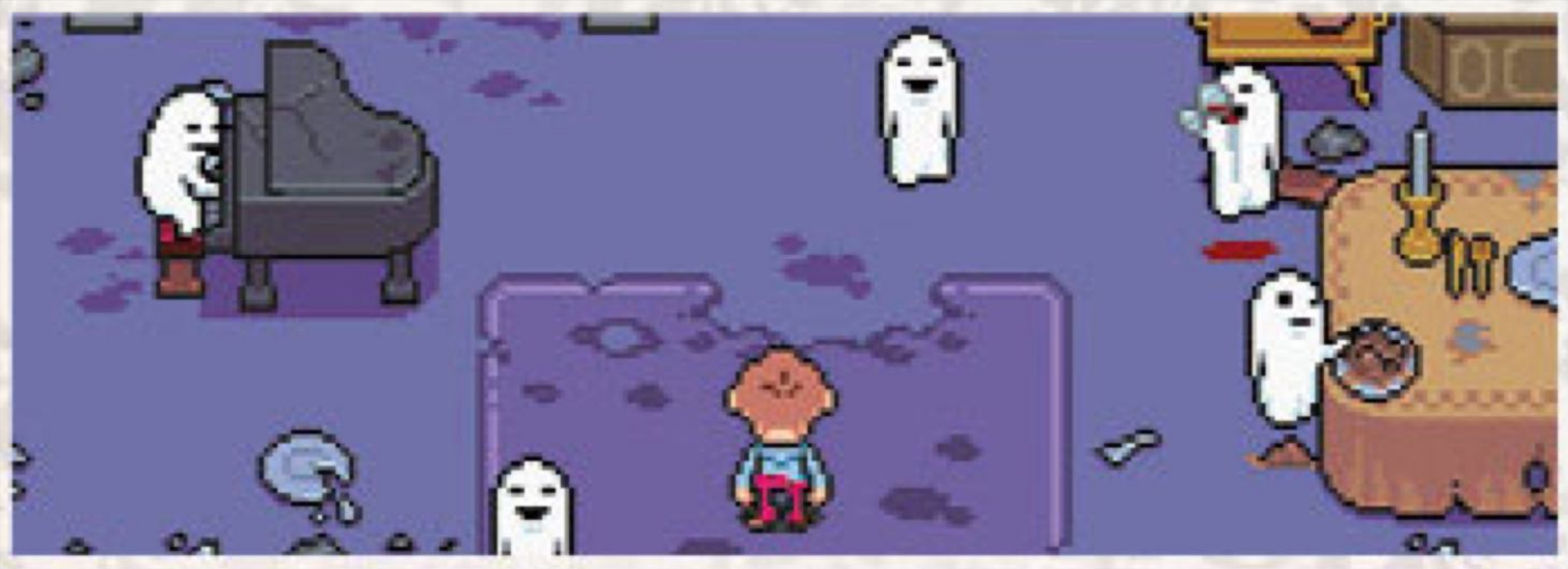

LOUNGE (1ST)
BANQUET ROOM
3RD FLOOR
3RD FLOOR
A
SALON
B
GALLERY (3RD)
M
C
KITCHEN
CLOSET
1ST FLOOR
PROCESSION HALL
1ST FLOOR

A Chick Bandana
B Rotten Eclairs
C Osohe Sketch

TRAPS & CHIMNEYS



The mouse informs you that there is a secret chimney network! Check the fireplace to make your way back to the hot springs in the basement. In the corner of the room is the Chick Bandana, an important defense item that only Duster can equip. It's a trap—as soon as you spring for the present box, the painting flies off the wall and attacks! The Artsy Ghost uses very powerful PSI attacks, so Wall Staple him with reckless abandon.

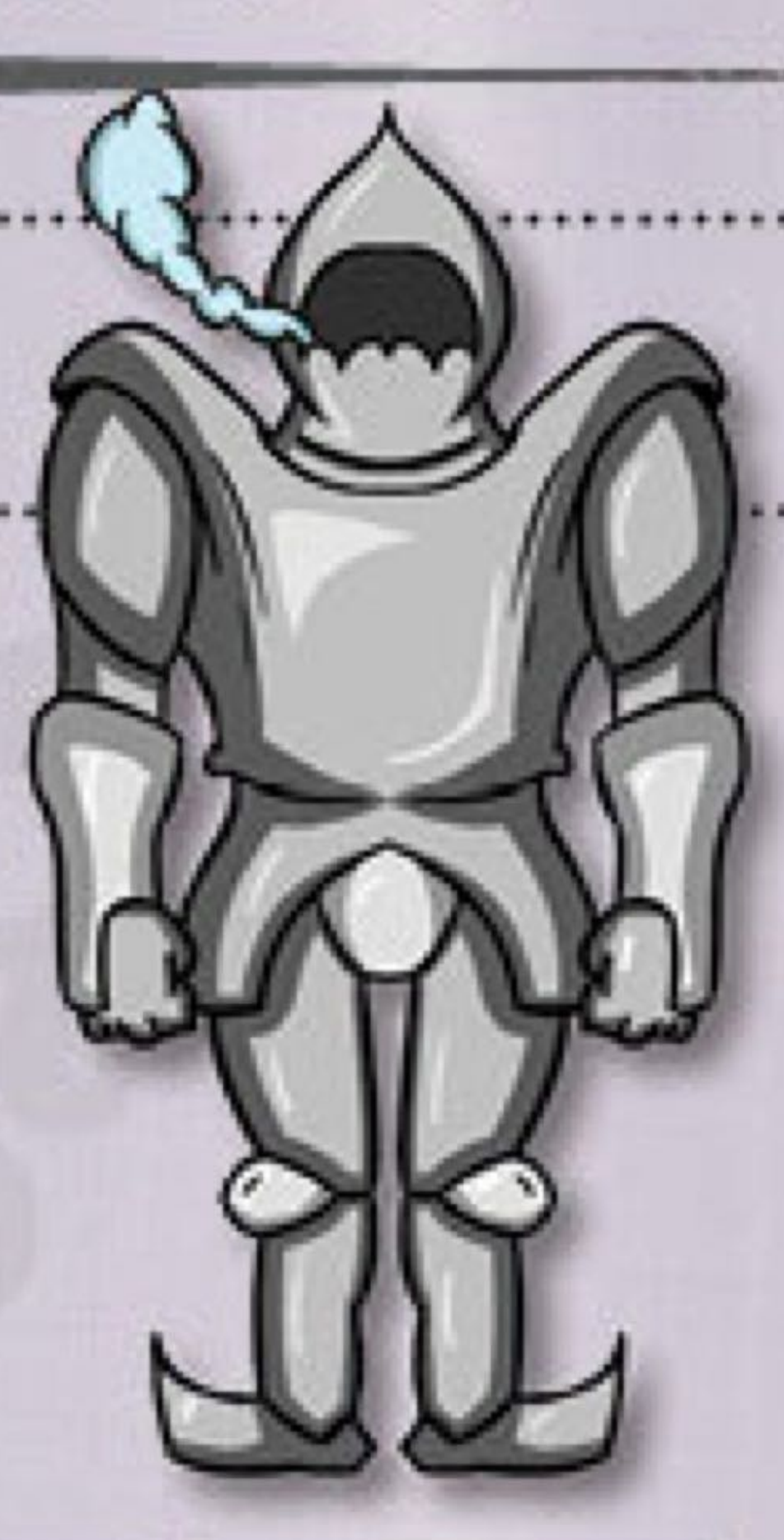


Party Crasher

Osohe's party ghosts are all friendly, so take your time and get to know them. Visit the kitchen to see what's cooking and the ghost next to the present will give you some useful information: presents with blue ribbons contain maps! While you're there, watch out for the jar of preserves on the table—it's more potent than you might expect.

enemies

GHOST ARMOR

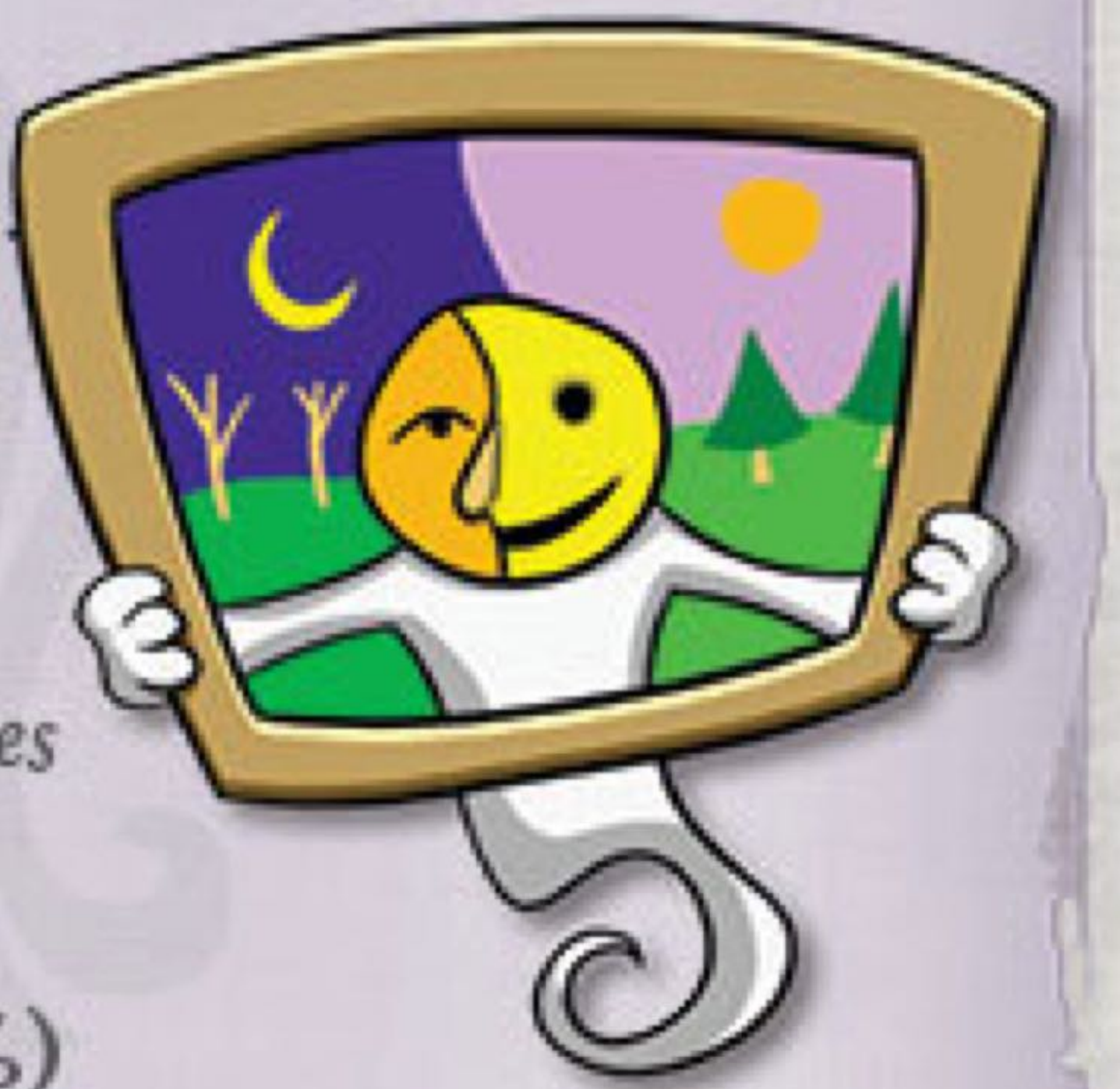


These ghostly suits may look tough, but there's a chink in their armor. Use your Scary Mask and Tickle Stick to soften them up.

Beef Jerky (20%)

HP: 141 | OFF: 47 | DEF: 30 | EXP: 72

ARTSY GHOST

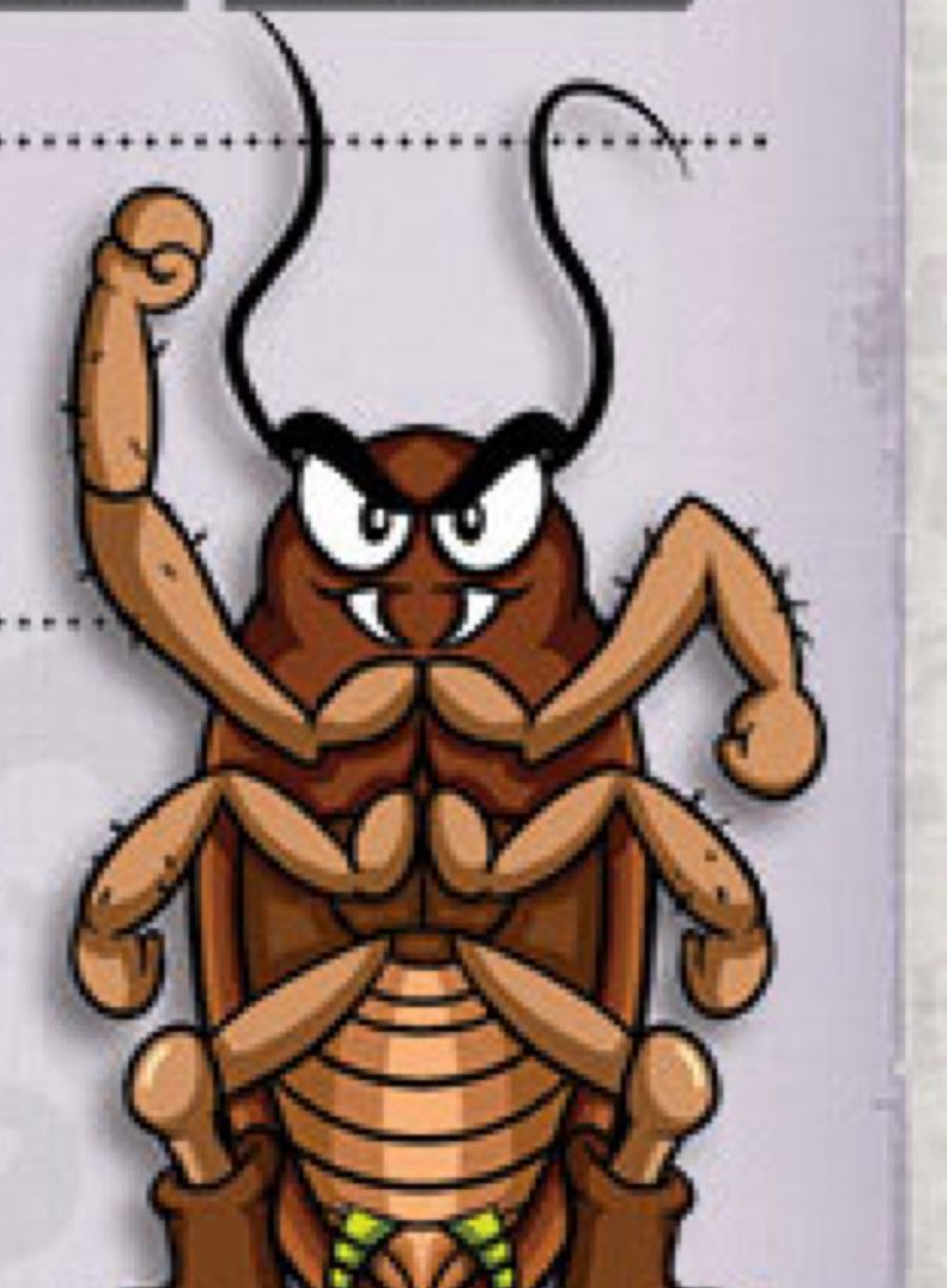


He may divide opinion, but his PSI Freeze leaves most critics cold. Tack him to the wall with some staples if you want to live!

Peculiar Cheese (15%)

HP: 187 | OFF: 55 | DEF: 18 | EXP: 46

VIOLENT ATTACK ROACH



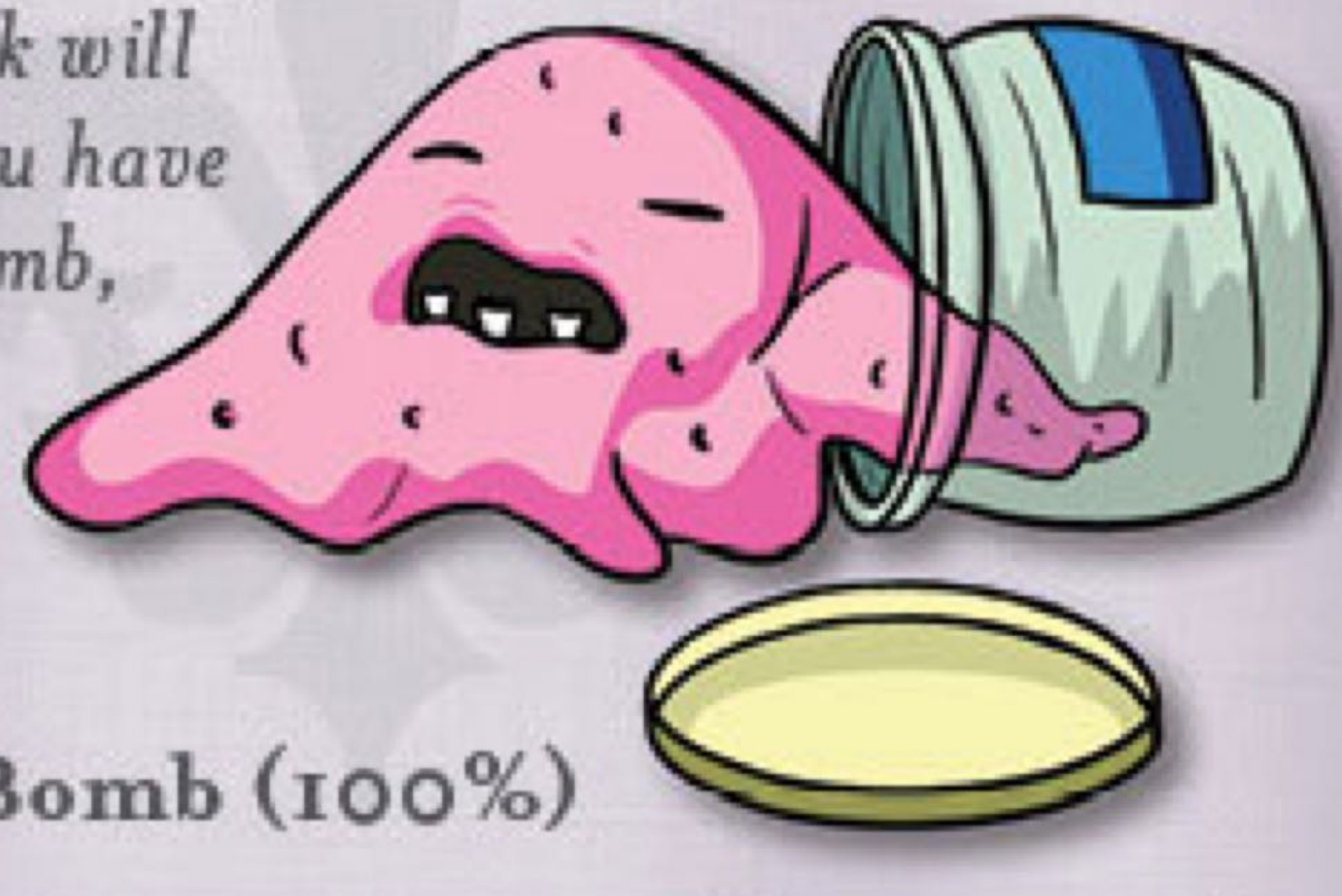
They may be small, but they pack quite a punch. This can take a toll on your health if you're not careful.

Nut Bread (10%)

HP: 88 | OFF: 55 | DEF: 11 | EXP: 40

STRAWBERRY SLIME

This sludge is way past its sell-by date. Your pendulum, tickle stick, and scary mask will help, but if you have a Running Bomb, use it! Don't worry, you'll get it back.



Sprinting Bomb (100%)

HP: 182 | OFF: 52 | DEF: 30 | EXP: 146

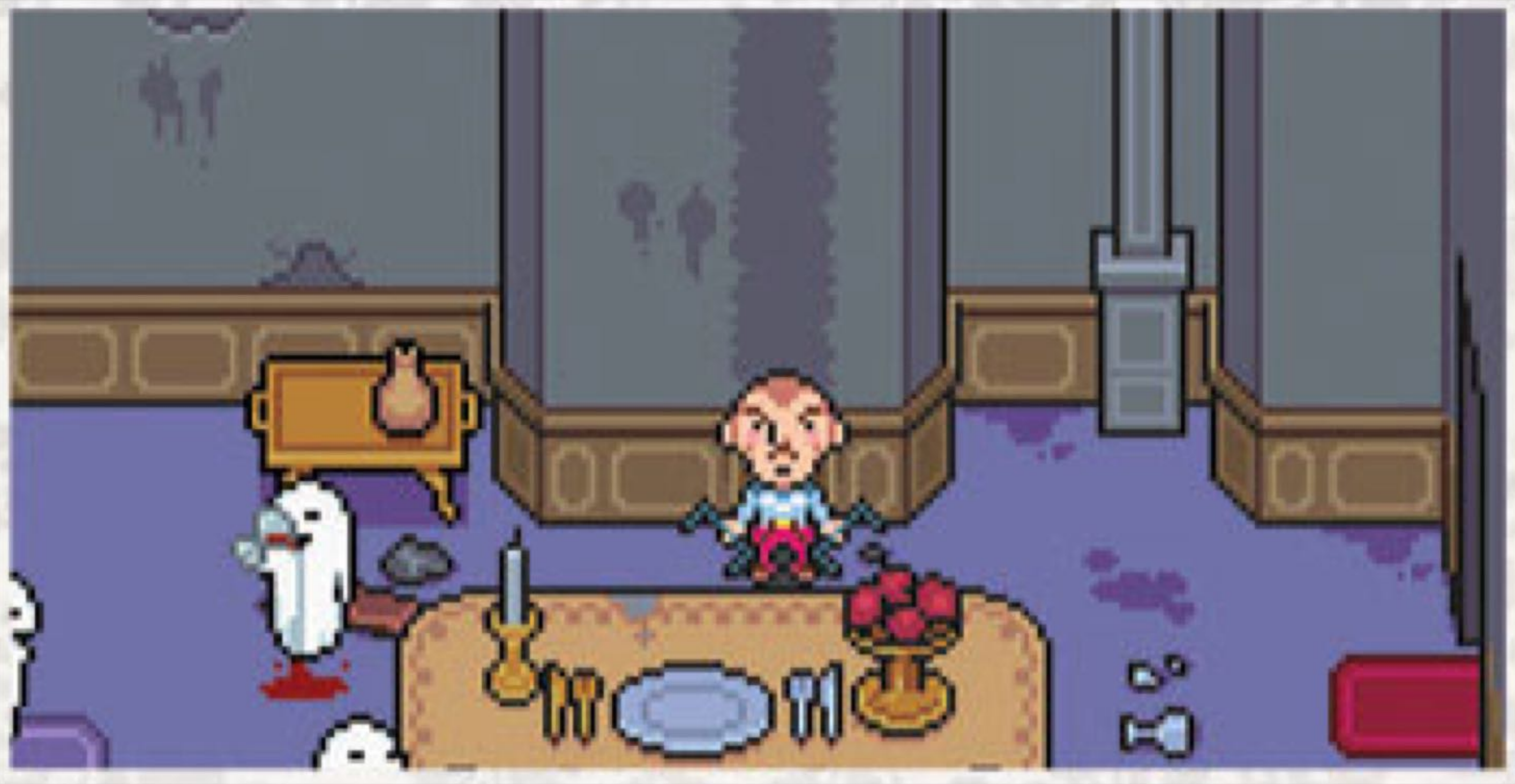
A Party to Die For!

WHAT ~ Ghost Party!
WHERE ~ Osohe Castle, 2nd Floor
WHEN ~ FOR-EV-ER!

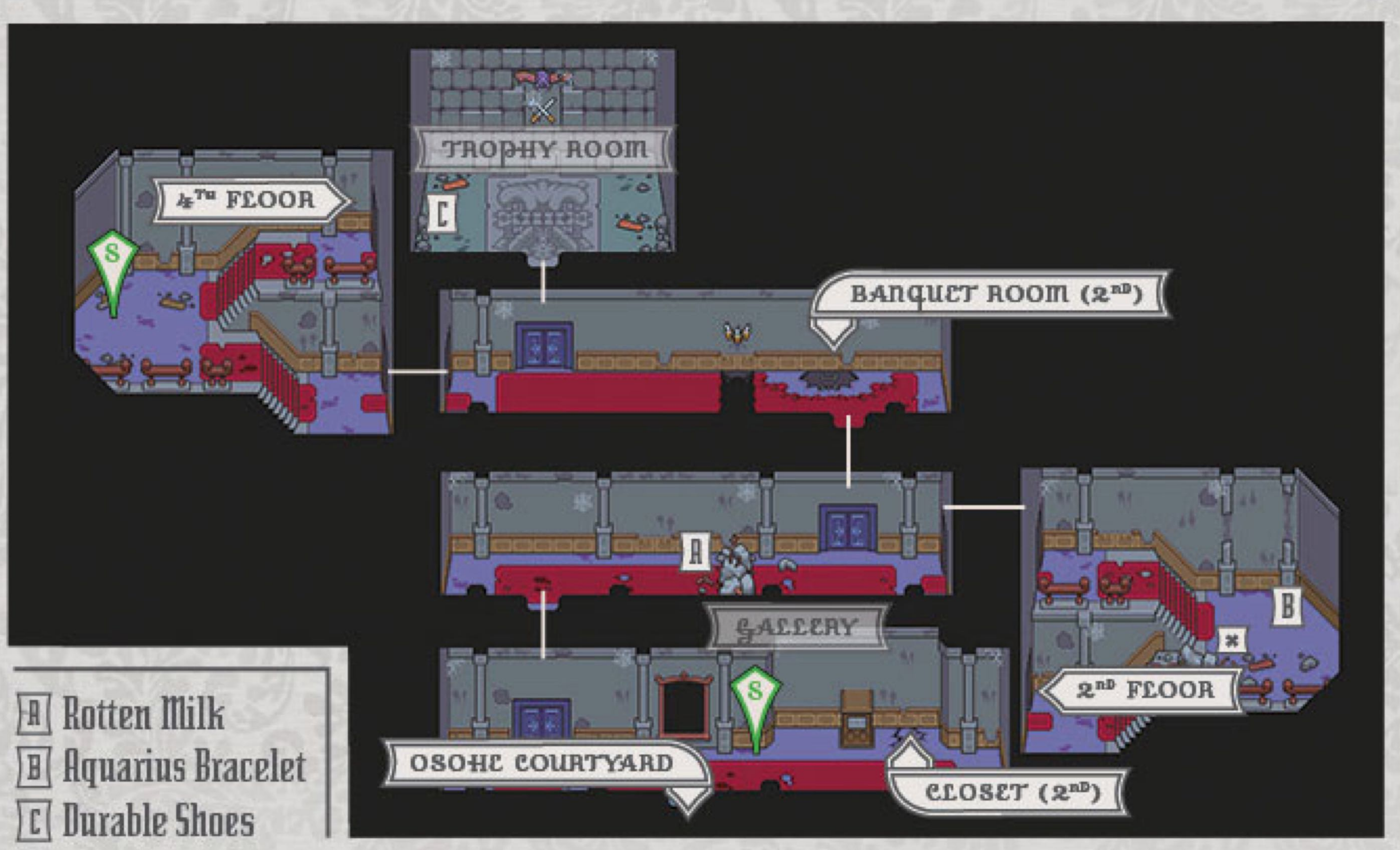
Attempts at Digestion!
Shedding of Mortal Coils!
Formerly Live Entertainment!

DON'T GET ATTACHED

You'll find that the stairs are impassable. Even though the maestro's song lays out the ground rules, that wall near the dining table looks more and more inviting. Check it out and don't forget to pick up the Aquarius Bracelet in the stairwell. Beware the southernmost giftbox—it's another sulfurous surprise!



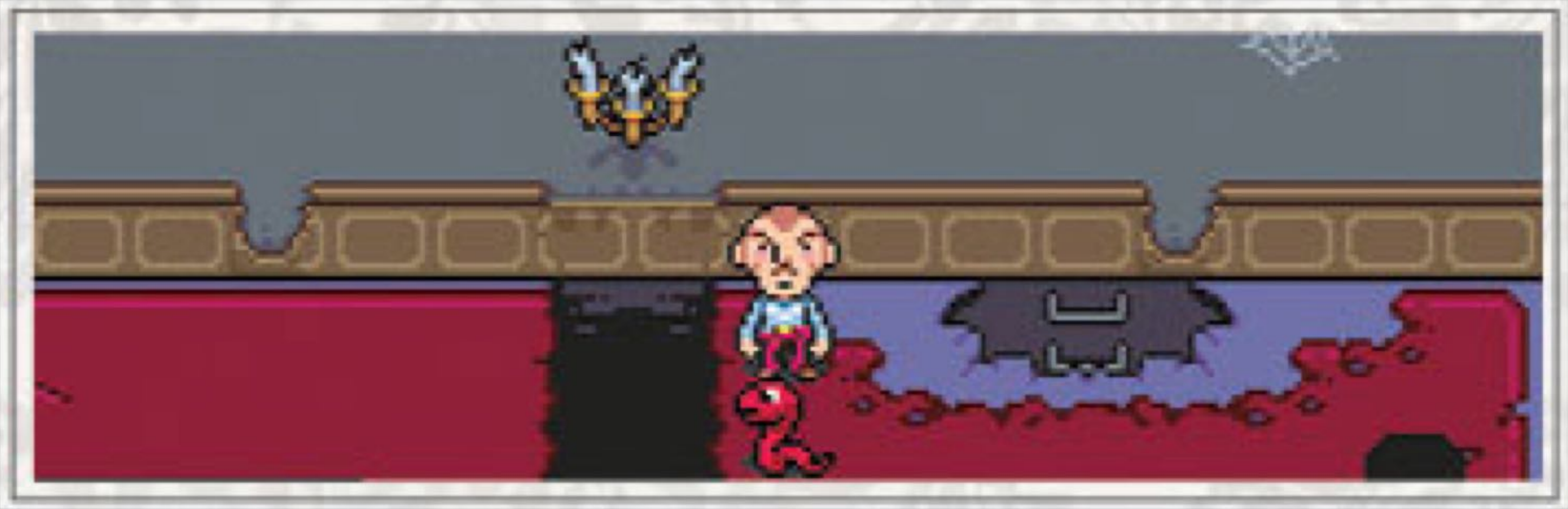
OSOHE CASTLE - 3RD FLOOR


TROPHY ROOM
4TH FLOOR
C
BANQUET ROOM (2ND)
A
GALLERY
B
2ND FLOOR
OSOHE COURTYARD
CLOSET (2ND)
S
S

- A Rotten Milk
- B Aquarius Bracelet
- C Durable Shoes

I DO ECLAIR

If you need to stock up on real food, talk to the ghost on the right side of the dining table. He's cheeky but generous, as long as you answer his questions right. Keep talking to him to load up on Rotten Eclairs, then trade them for Beef Jerky with the ghost at the top of your staple ladder. You'll be glad you did!



A USEFUL FRIEND

There's a gap blocking your way forward. Luckily, your pal the Rope Snake can help!

ROPE SNAKE

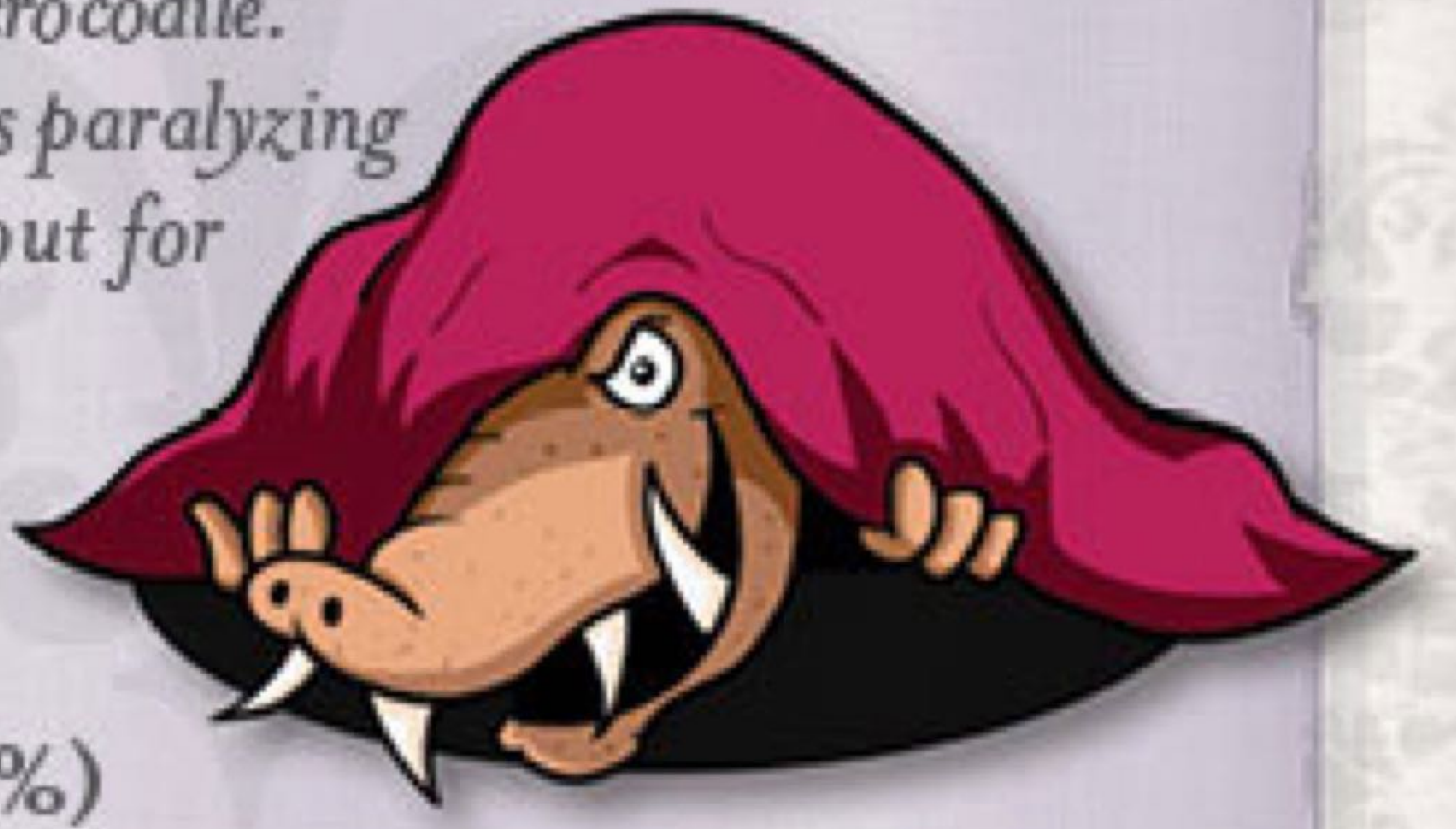
The best little Rope Snake in Tazmily. Full of confidence and likes to prove himself to others.

DURABILITY

Before fighting the Ghost Knight trio, be sure to open and equip the Durable Shoes on the left! They'll give you a nice offense boost. Don't forget to throw away your old shoes since you can't use or sell them.

ENEMIES

CARPET MONSTER

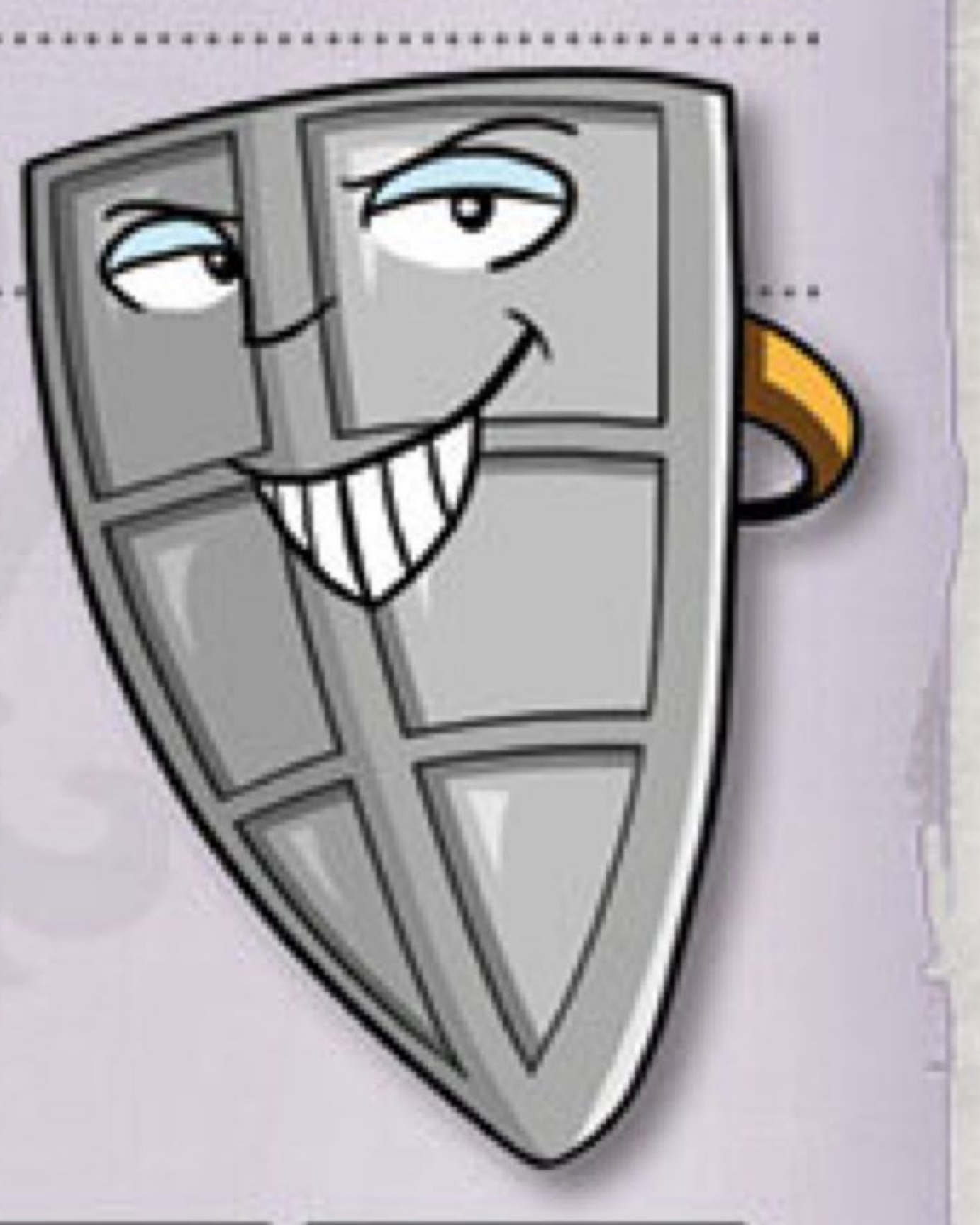


Never smile at this crocodile. He has a dangerous paralyzing attack, so watch out for that. With luck, you'll soon send him scurrying.

Beef Jerky (15%)

HP: 132 | OFF: 50 | DEF: 21 | EXP: 67

GHOST SHIELD

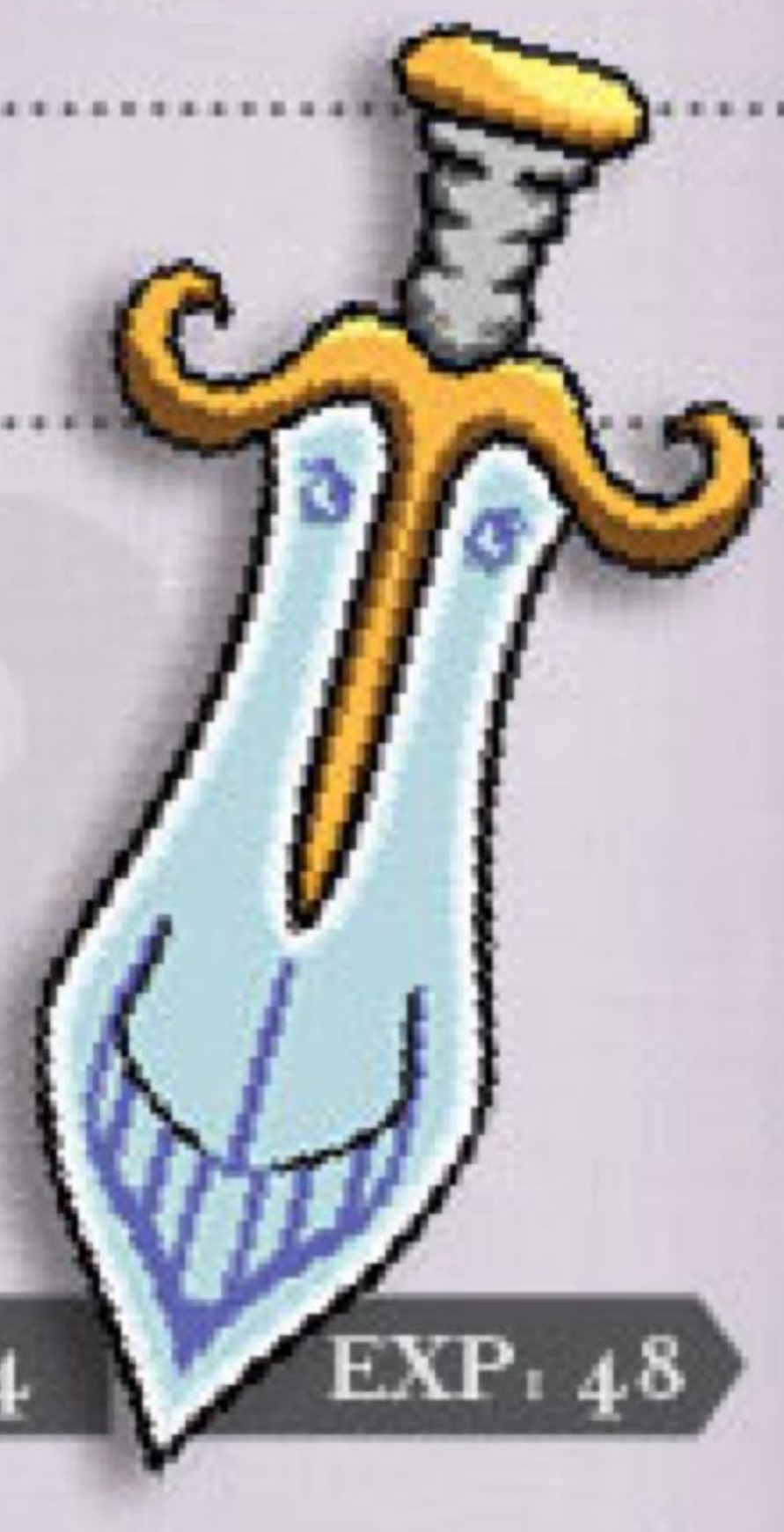


Don't be taken in by his toothy grin—although this chap isn't too aggressive, he has good defense. Send him looking for an orthodontist.

Rotten Milk (10%)

HP: 124 | OFF: 45 | DEF: 33 | EXP: 37

GHOST SWORD

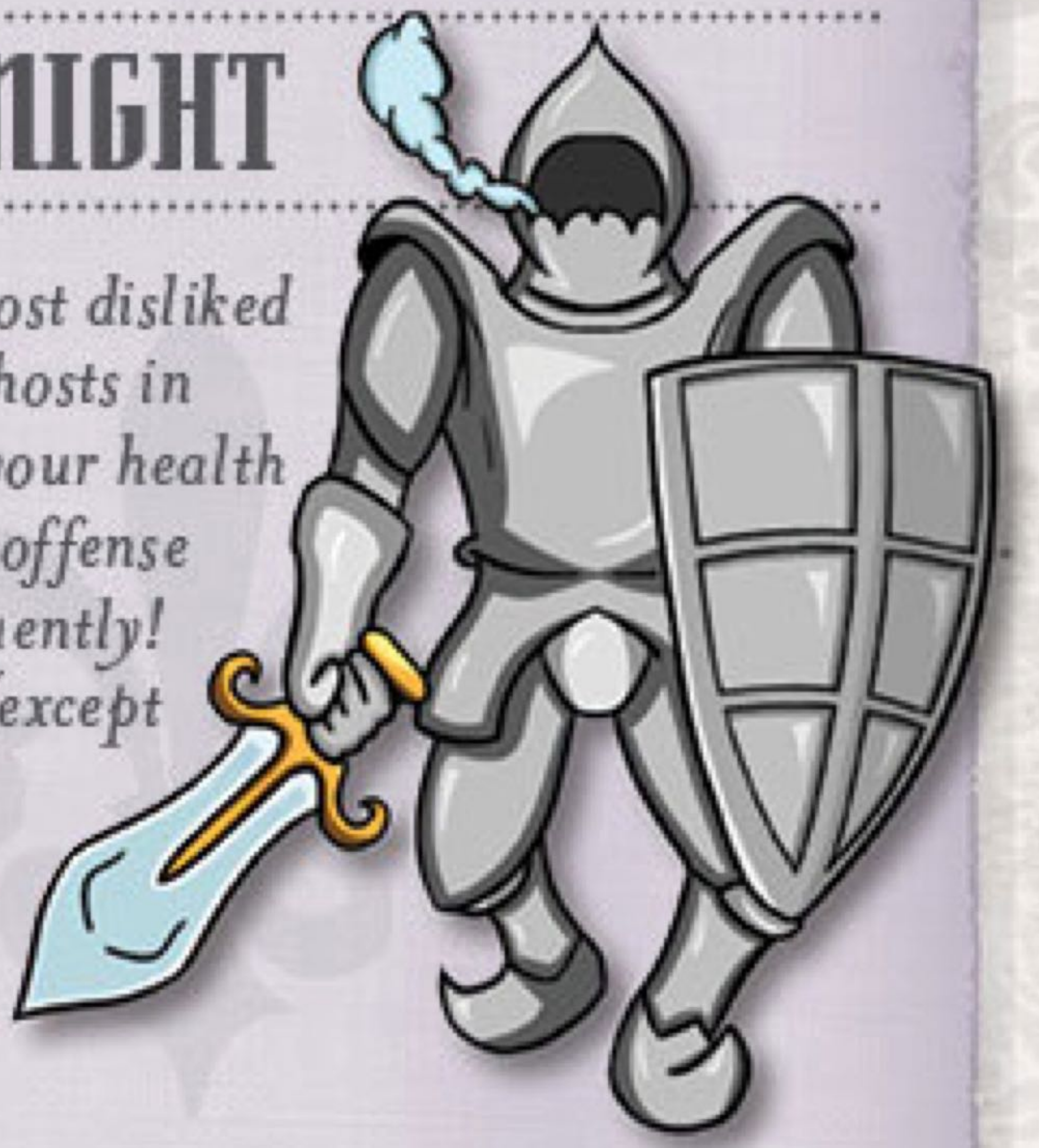


He likes to slice and dice, but a few hits are enough to cut him down to size.

Peculiar Cheese (10%)

HP: 108 | OFF: 57 | DEF: 24 | EXP: 48

GHOST KNIGHT



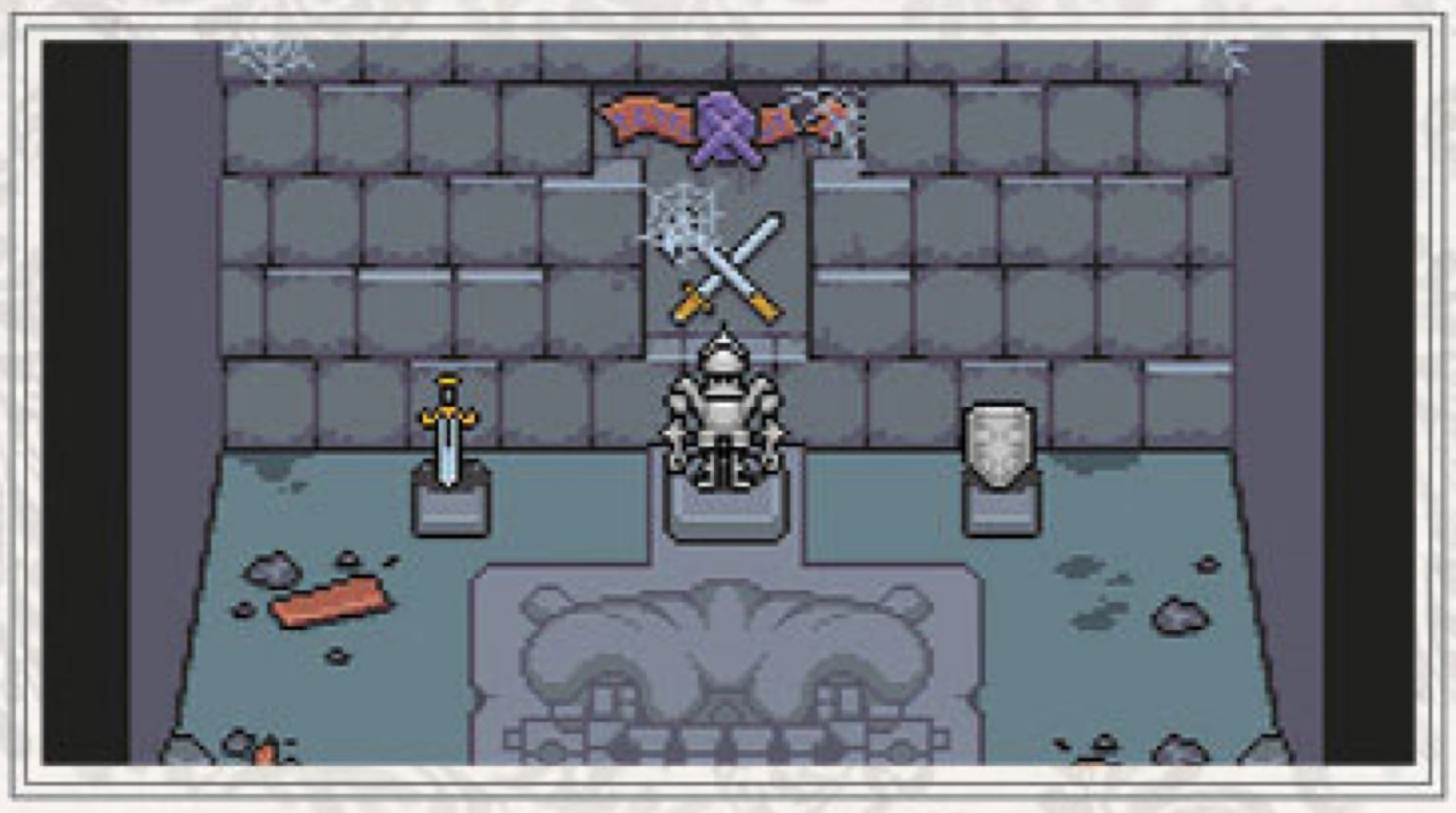
A hardheaded ghost disliked by all the other ghosts in the castle. Keep your health up and lower his offense and defense frequently! Your thief tools (except for the smoke bomb) will come in quite handy.

Yogurt (70%)

HP: 200 | OFF: 68 | DEF: 36 | EXP: 180

Welcoming the Ghost

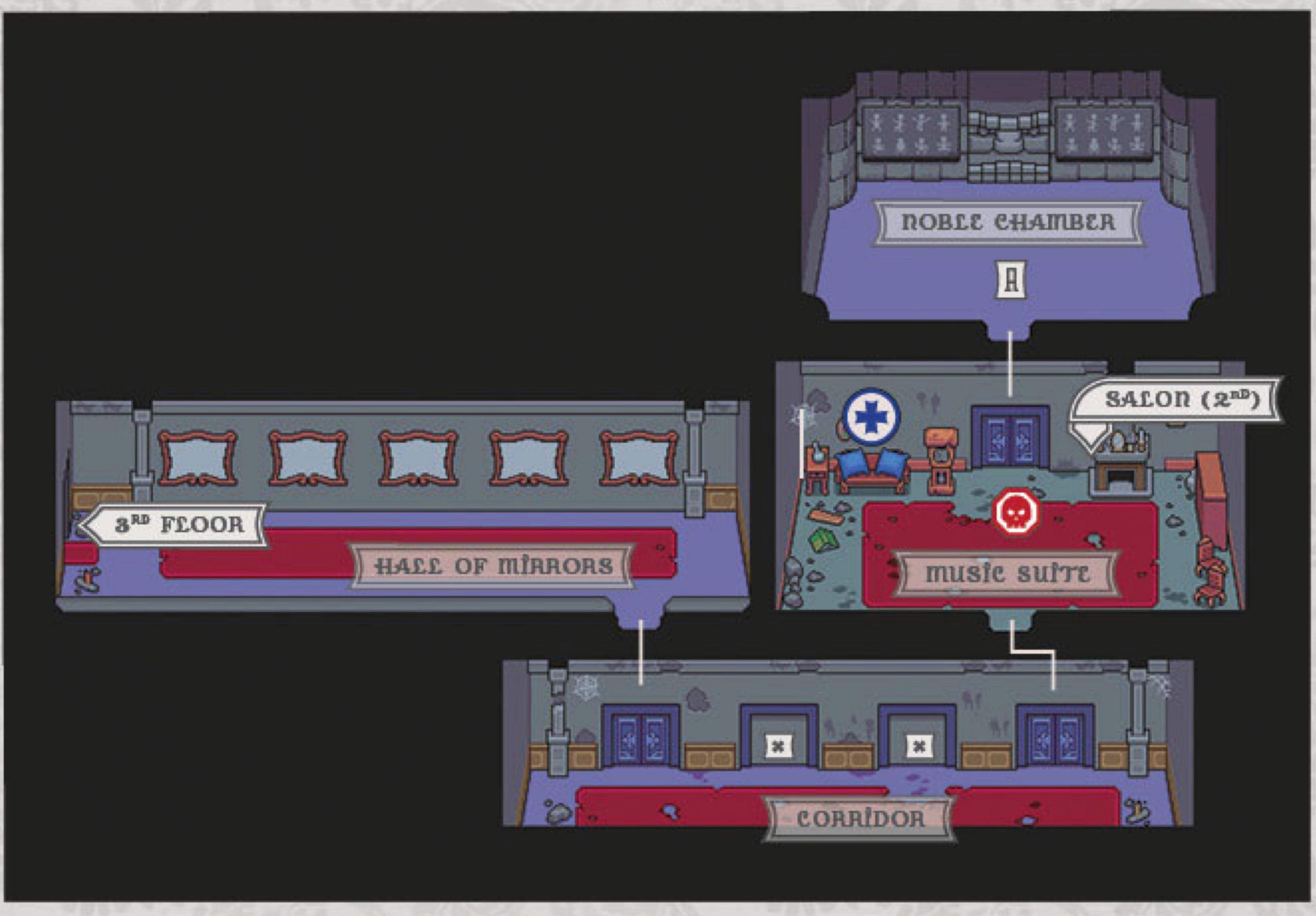
A friendly ghost stands guard in front of a room with a formidable foe. Luckily, you've got two options for this battle. If you'd rather take it easy, you can attack each piece of the knight individually by approaching the shield or sword first. If you walk towards the armor first, though, it will team up with the sword/shield to become the Ghost Knight! Be warned that the armor is cursed—that's bad. You'll only have to fight one battle instead of three, which means less damage. That's good! However, it will be a more difficult battle—that's bad. But there's a 70% chance he'll drop a free Yogurt—that's good!

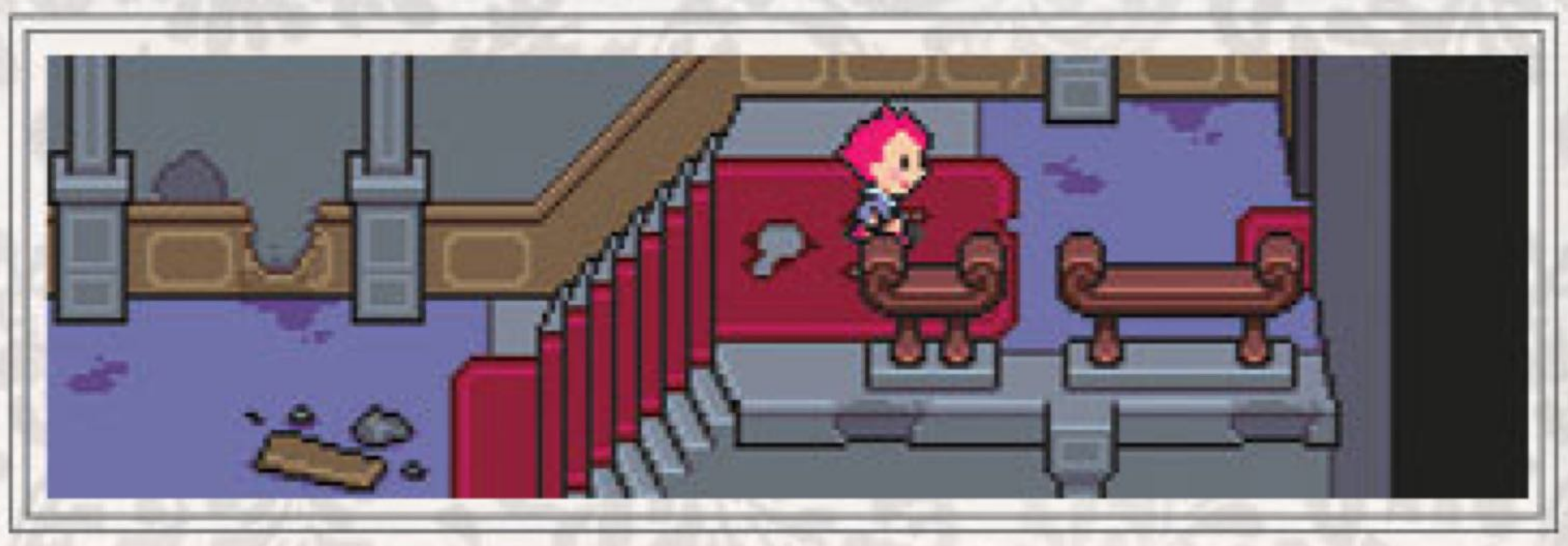


Why Fight the Knight?

If the draw of a free yogurt isn't enough to lure you into a battle with the knight, you can at least look forward to a thank-you from the ghost outside the door.

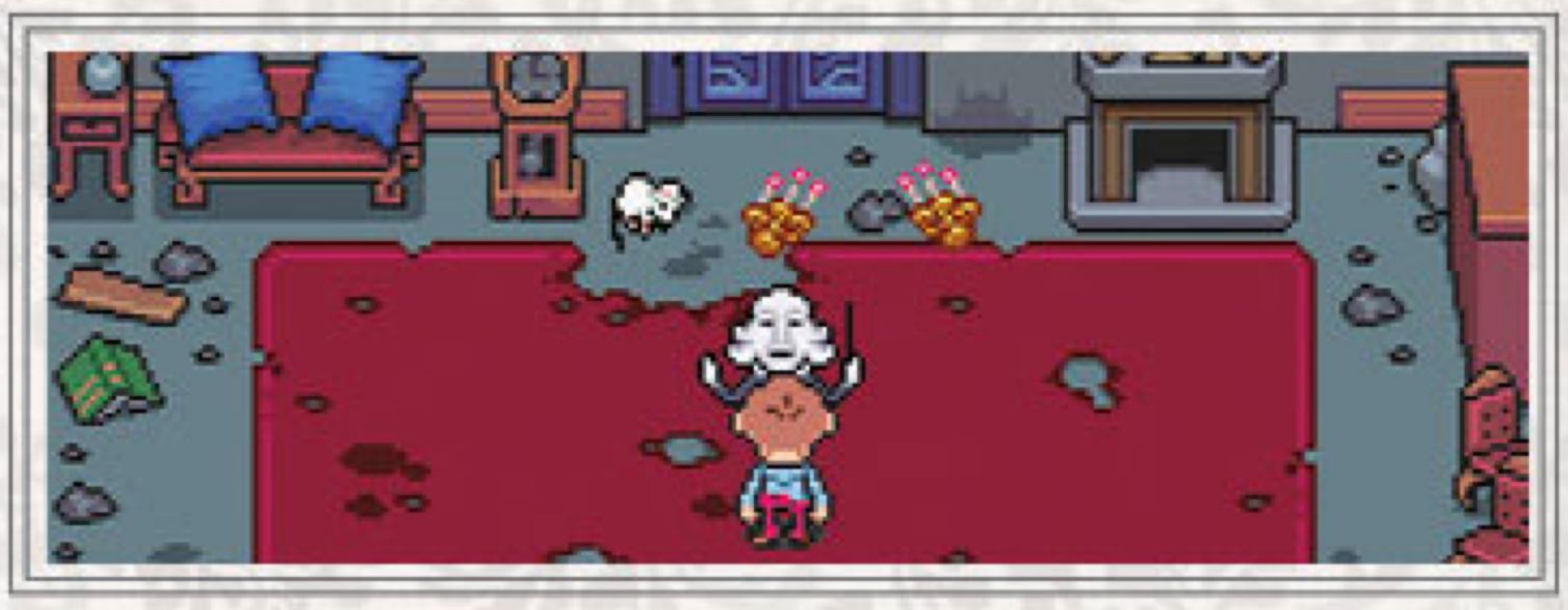
OSOHE CASTLE - 4TH FLOOR





Dropping In

A strange girl appears and disappears in a flash of pink and purple. Grab the memento she drops and chase after her!



Doors Galore

Watch out for the room with four doors – only the far right one will lead further into the castle, while the two middle doors hide unpleasant surprises. Beyond the fourth door, Mr. Passion is busy conducting his invisible orchestra. He invites you to listen to his classical interpretations, but be prepared to defend your honor if you decline his invitation!

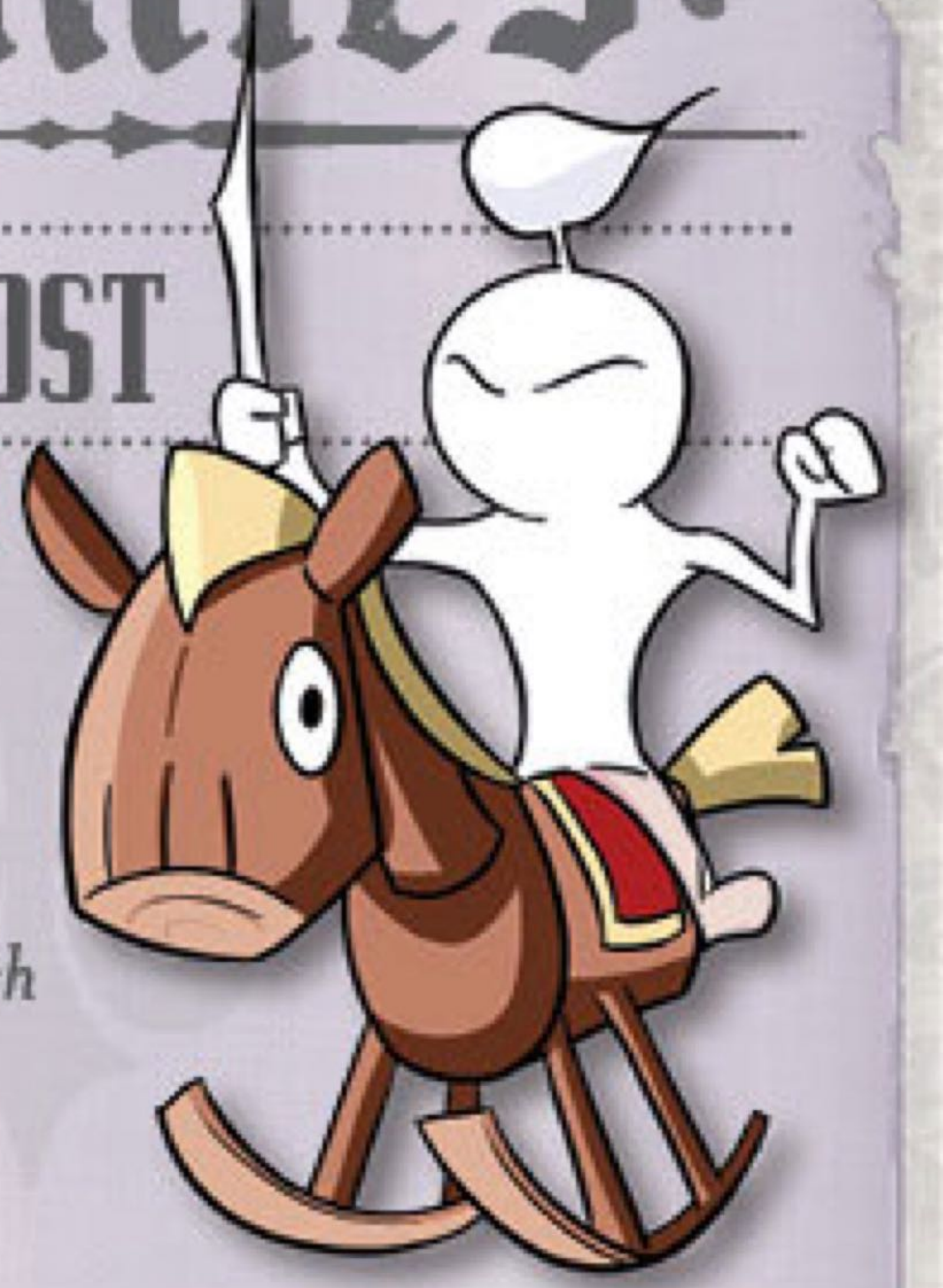
BOSS ENCOUNTER

Artistic Passion

Composing music was his life, but if it's up to him, it's your career that will be cut short. As a musician he's quite emotional, so use your Smoke Bomb to reduce him to tears and decrease his accuracy. With that out of the way, lower his offense and defense a few times, and then start attacking him with any bomb you've picked up along the way.

Enemies

ROCKIN' GHOST

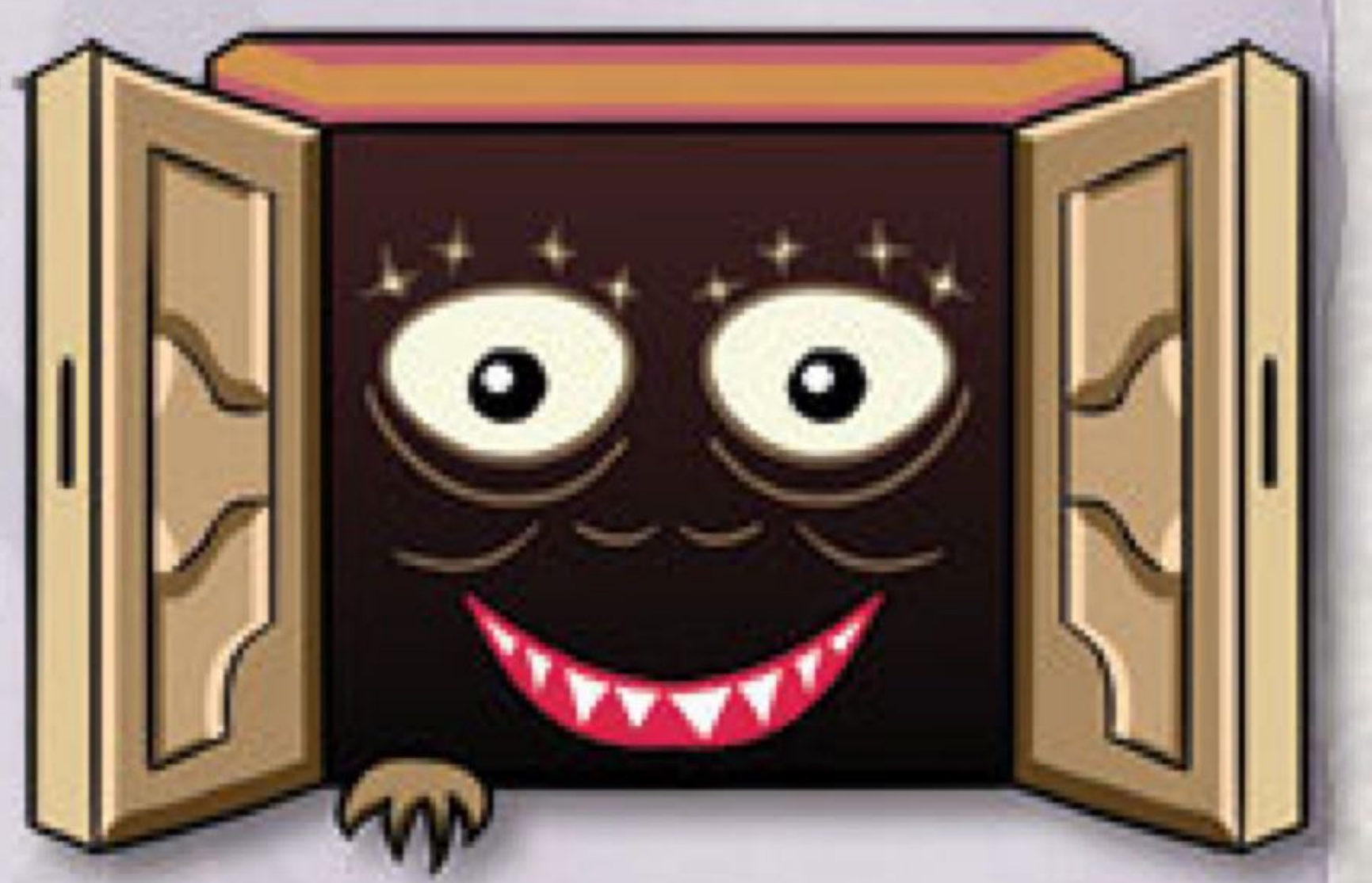


You can rock these chumps in a one-on-one battle, but if you're fighting two together there's a chance they'll get into a jousting match with each other.

Beef Jerky (15%)

HP: 152 | OFF: 54 | DEF: 24 | EXP: 68

PSEUDOOR

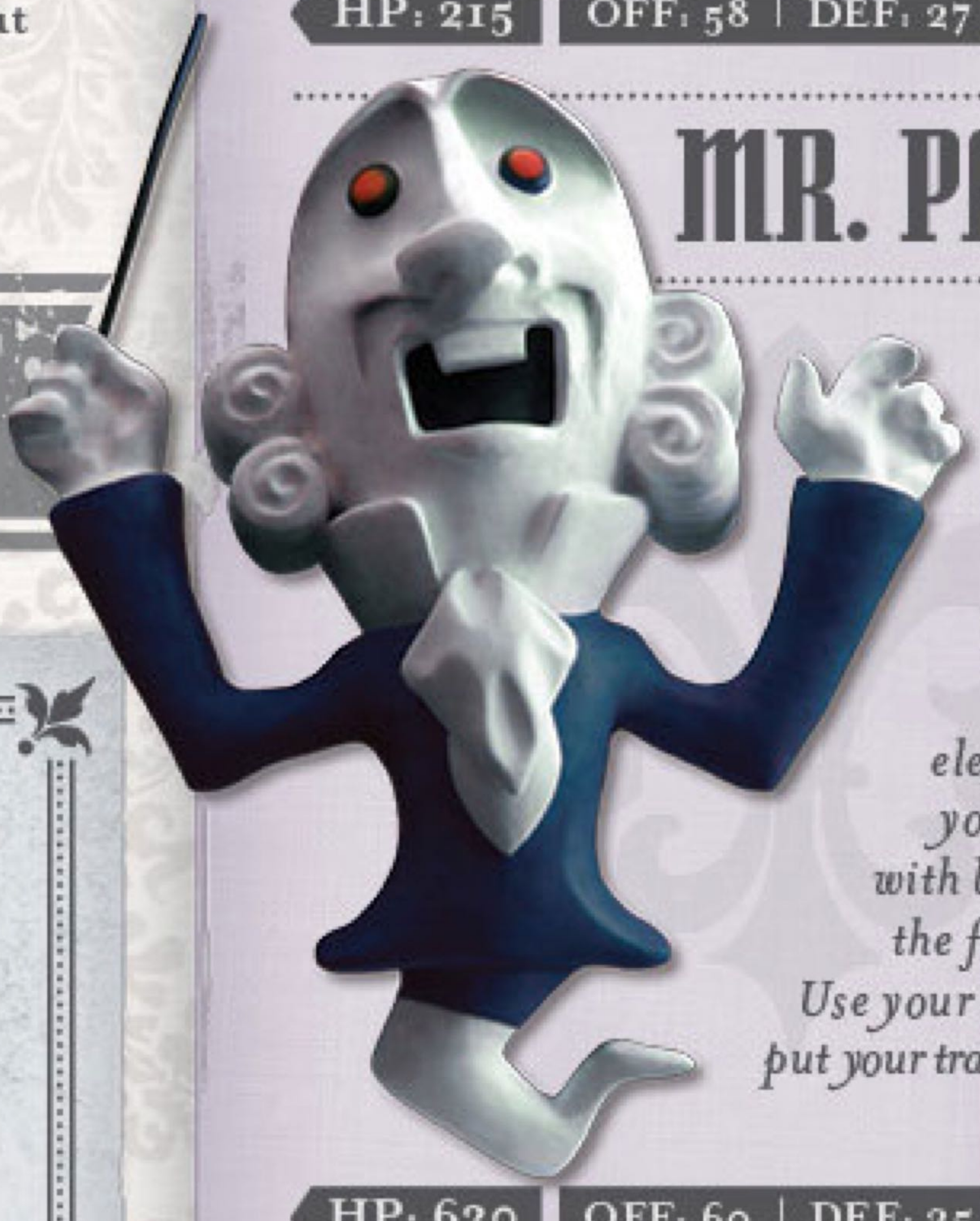


It's a trap! Luckily it will shut up after a few hits. After that, use your Tickle Stick to close this door for good.

Fresh Mint (15%)

HP: 215 | OFF: 58 | DEF: 27 | EXP: 76

MR. PASSION



Mini Boss

A melody of pain is ready to conduct your elegy. Make sure you're loaded up with beef jerky from the friendly ghosts. Use your thief tools and put your training to the test.

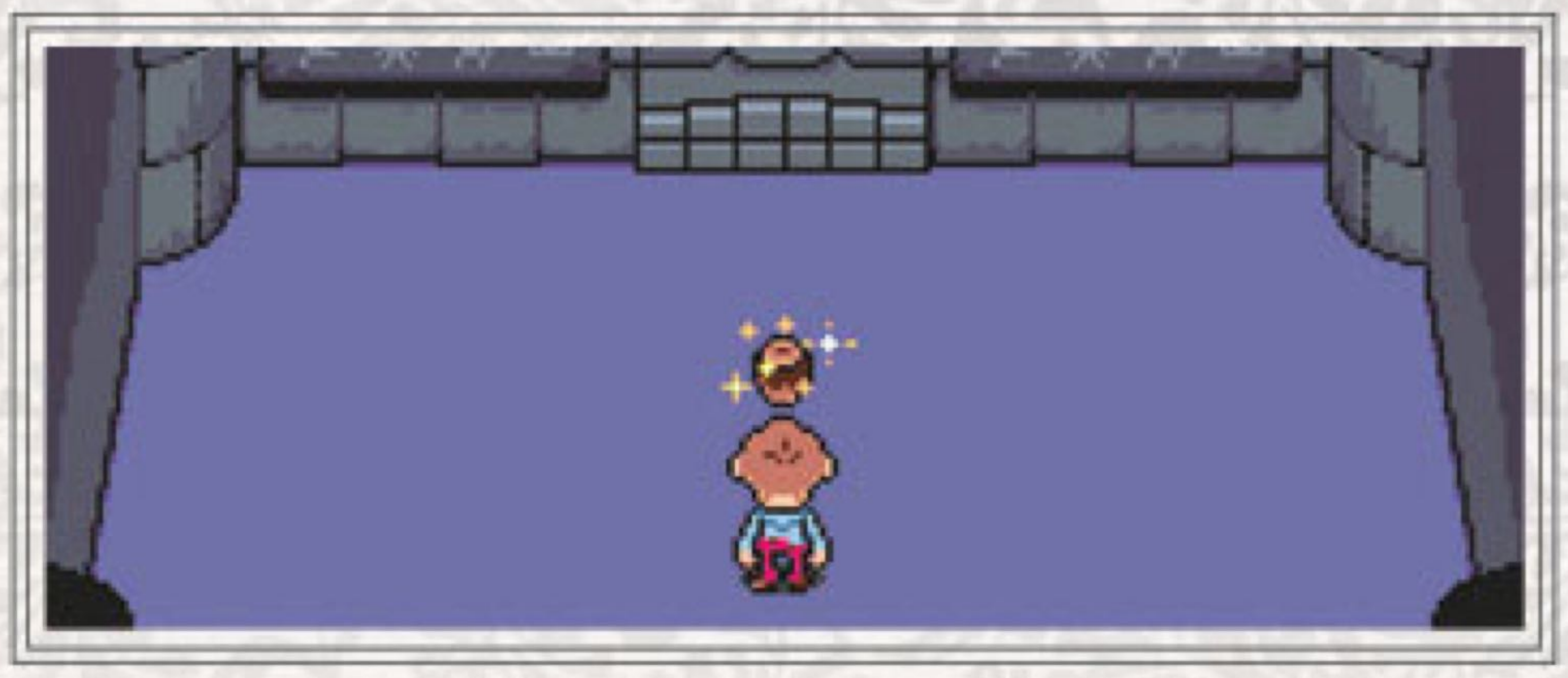
HP: 630 | OFF: 60 | DEF: 25 | EXP: 340

SOFA LULLABY

After the poltergeist has been placated, that comfy-looking couch becomes a nice place for a nap.

From Tunes to Spittoons

Now that the music's over, you can find what you're looking for in the next room. It's a dance to a different spittoon. Remember, take a fire exit if you need to go downstairs quickly. Down the fireplace! Ker-PLUNK!



Bridge to Nowhere

Once you're out of the castle, be sure to say goodbye to Nippolyte. He'll give you the key to the drawbridge, making your exit that much easier. Once outside the castle, head for home. There is an uneasy atmosphere in the town as many are talking about Hinawa and the creepy man staying at the Yado Inn.

PIGGLY OH SO WIGGLY

The talkative pigs on Butch's farm are at it again. Speaking of Butch, he's starting to seem a little paranoid... Could it have something to do with the money-lending stranger who was lurking the other night?

CAROLINE

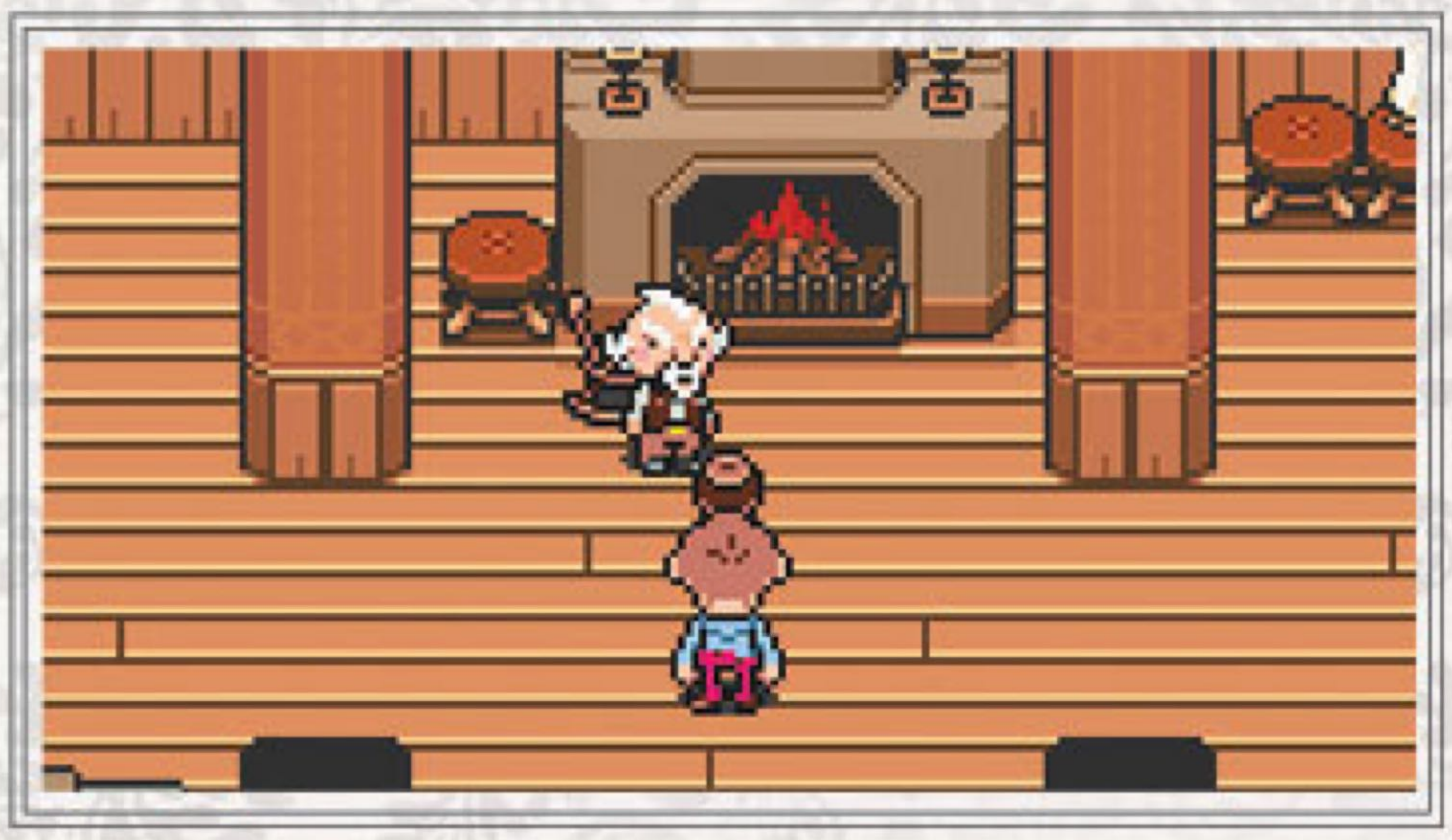
Angie's mom. Caring and maternal. Runs the local bakery.

ANGIE

Young girl. Likes to copy her mom's cooking.

DONA

Lives with Bob down by Cerulean Beach. Was a good friend of Hinawa.



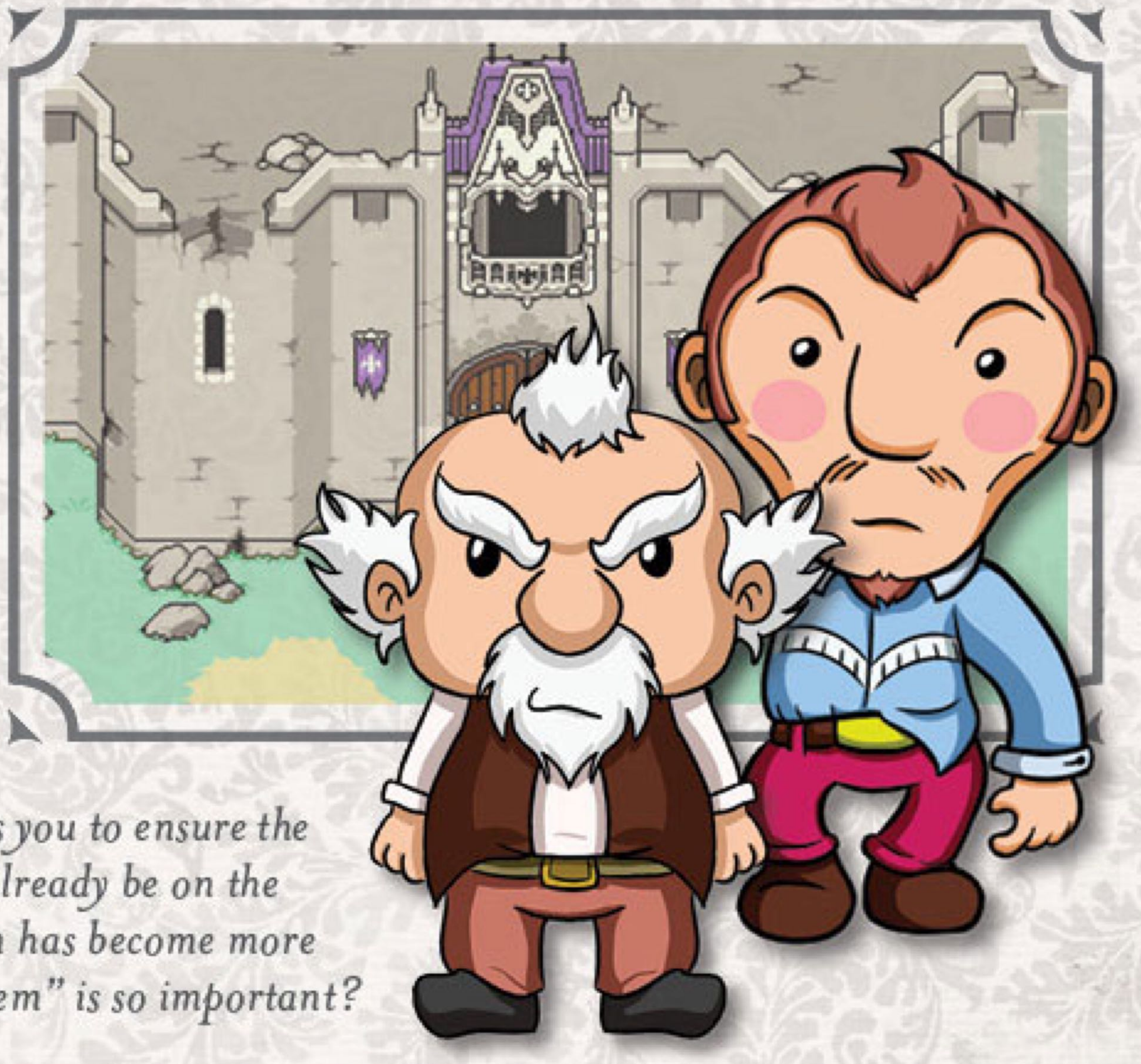
Domestic Dispute

Head back home to show Wess your find. He seems happy...but it doesn't last. Poor Duster's leg injury suddenly makes more sense! However, there's a more positive change of mood when Wess sees the pendant you picked up on the way. Head back to the castle, this time with Wess in tow.

CHAPTER Nº. 2

PART 3

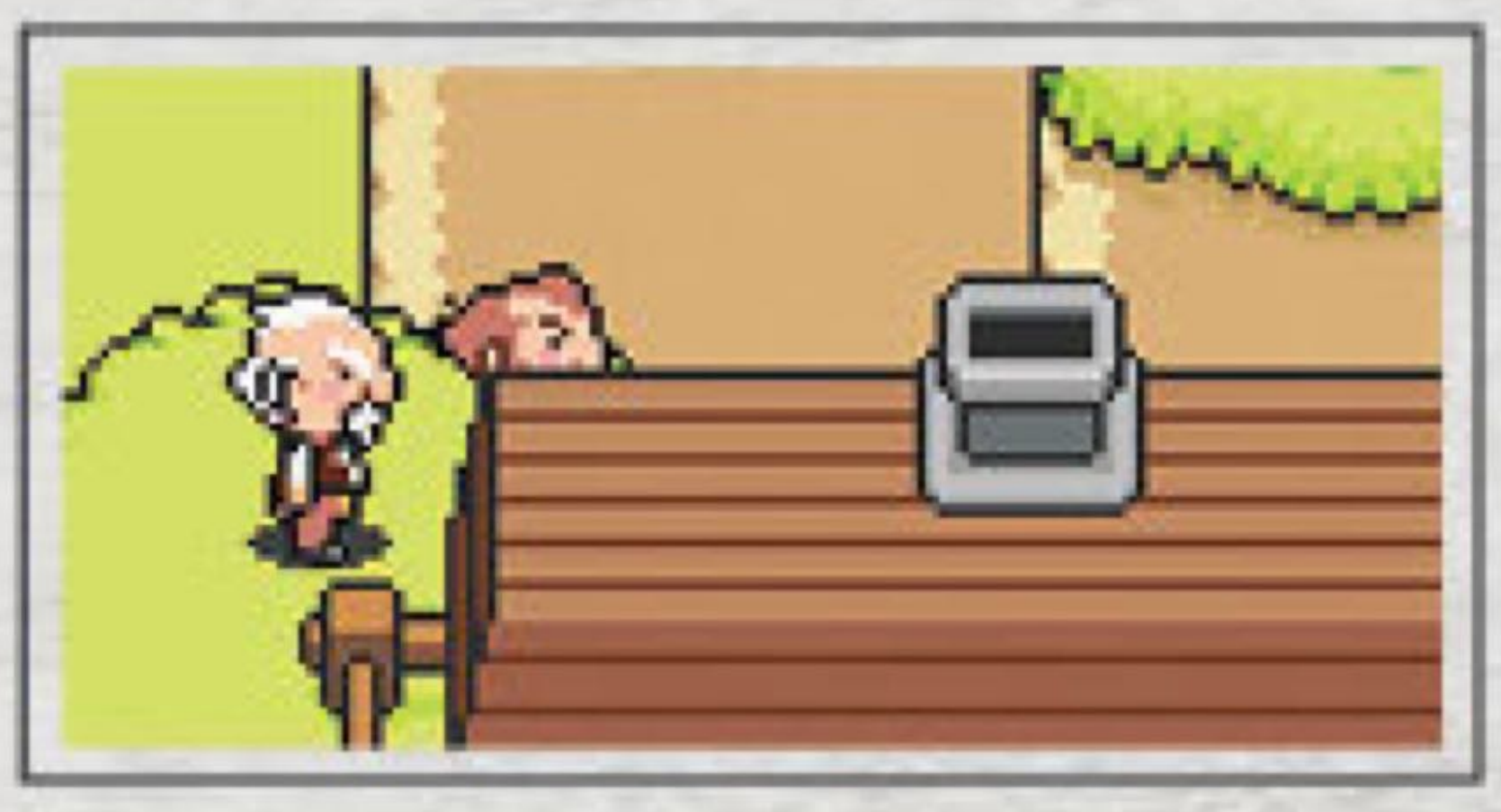
Two of Thieves



Wess, still bitter about your failure, joins you to ensure the mission gets done right. The enemy may already be on the move, so with the sun shining the mission has become more dangerous. What about this "valuable item" is so important?

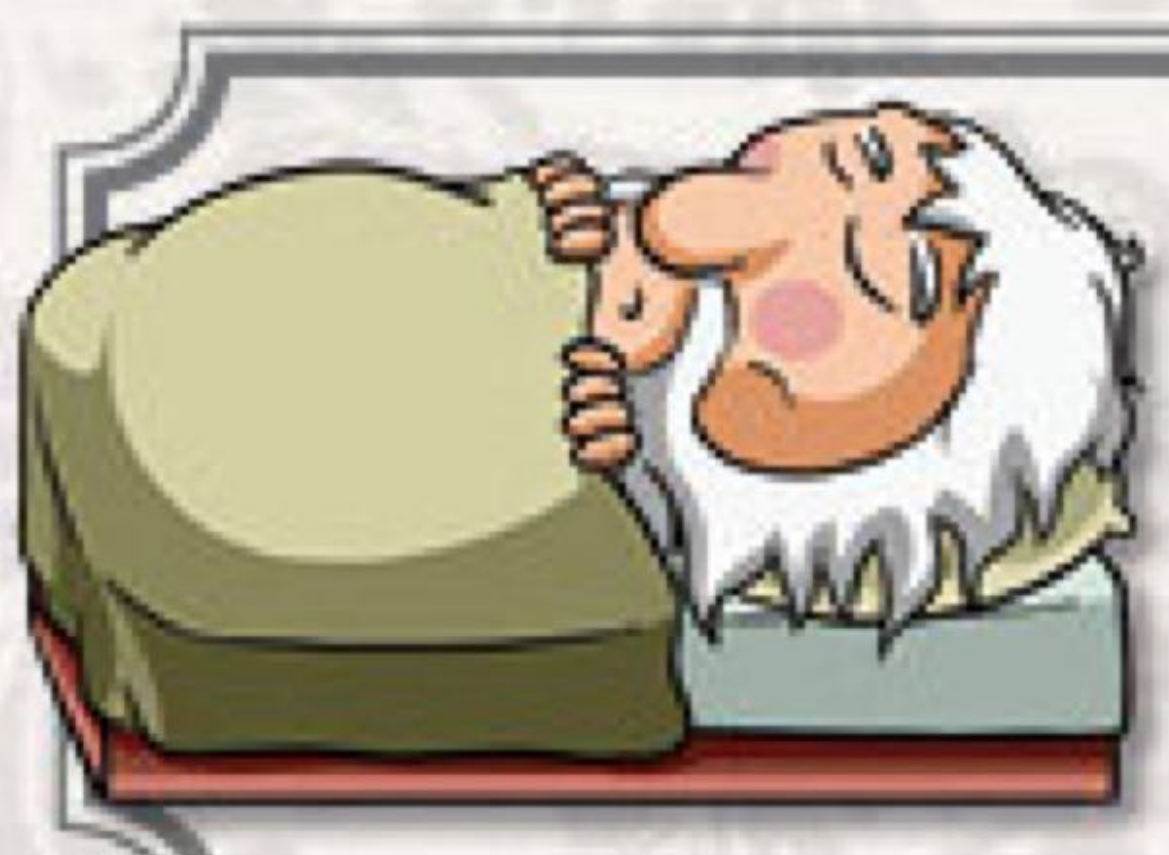
B-B-BOMBASTIC!

As you set off for the castle, don't forget to pick up one of those useful Thunder Bombs! Might want to grab two if you can.



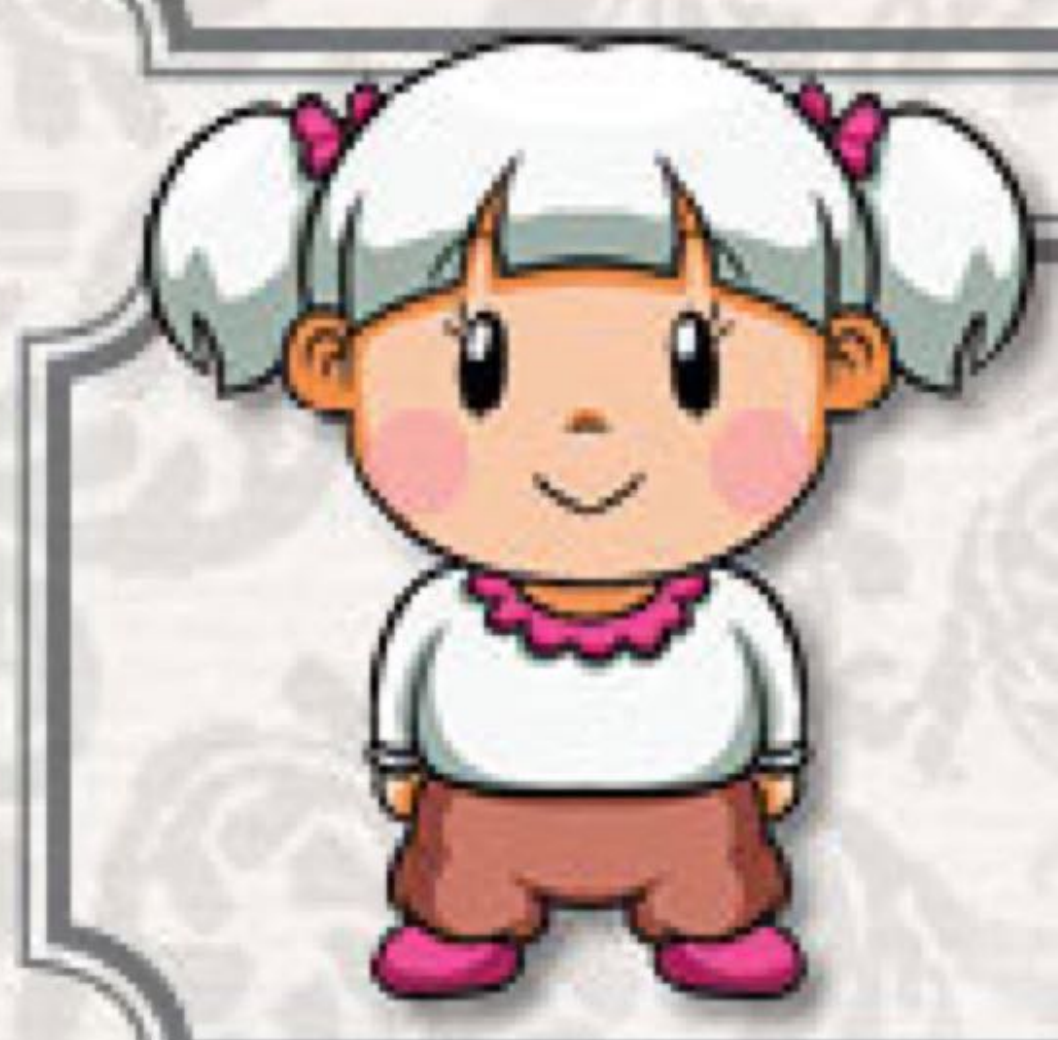
The Good with the Bad

A cloud seems to be settling over the town. A forlorn Isaac wanders the village grousing about his lack of status and Bateau and Dona are down in the dumps. Even Scamp, a village elder, voices his fears for himself and the village.



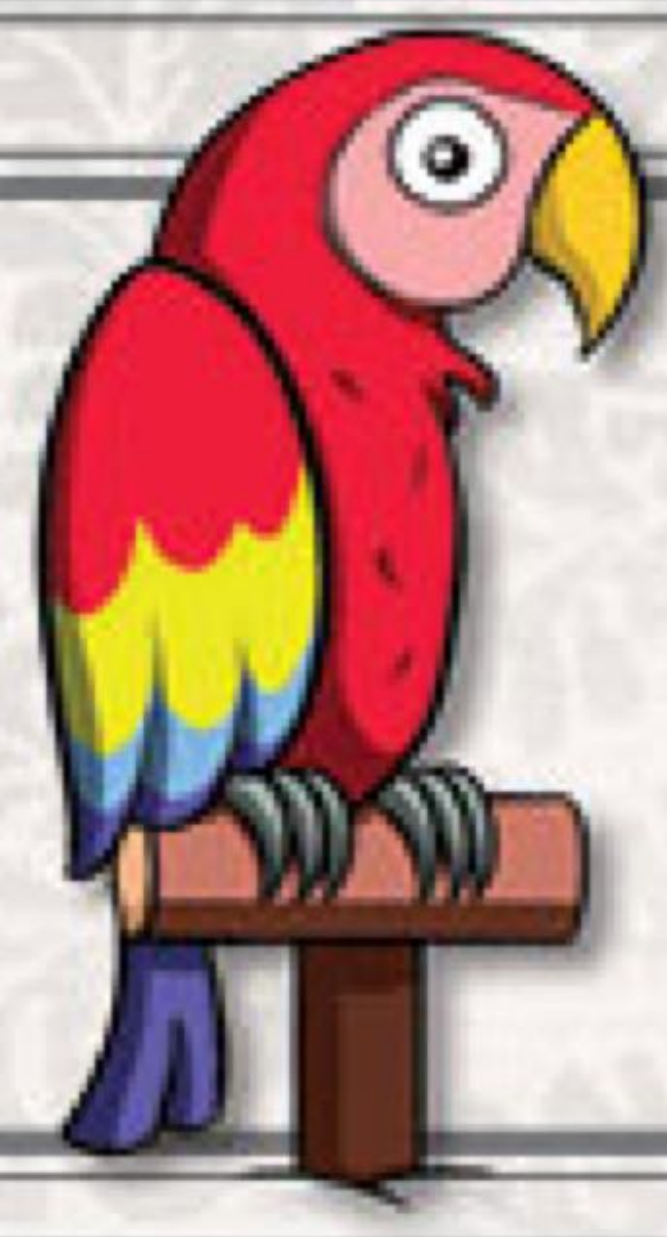
SCAMP

Village elder with a nickname he earned as an ornery kid.



ALLE

Scamp's spunky little grandaughter.



MYRNA

Scamp's faithful bird that is constantly speaking as one of the family.

GOOD WESS, BAD WESS

Wess and Duster's father-son relationship is complicated, at best. Is Wess really so careless about his son's feelings and safety? He hardly even seems like a father...

MONKEY BUSINESS

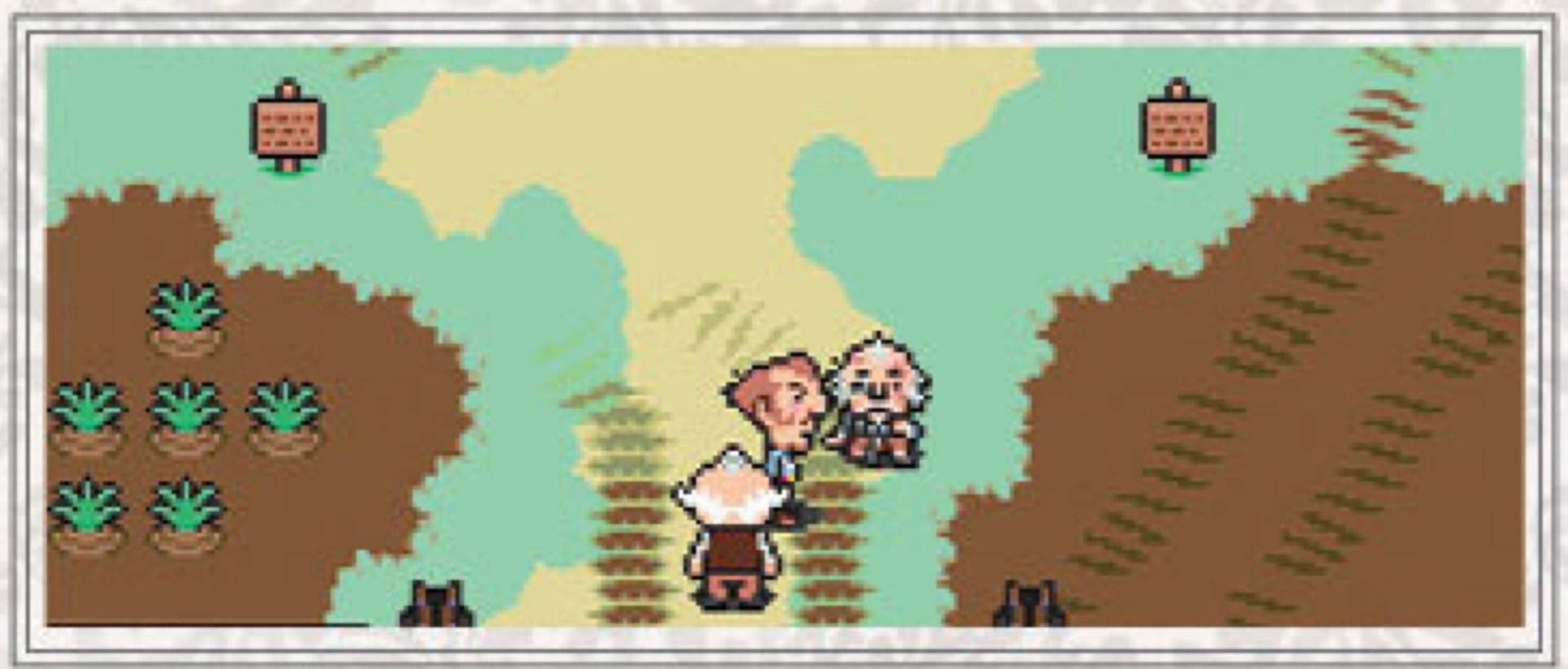
News of the stranger and his simian companion has spread around town, but it's not all good. Rumor has it that poor monkey is mistreated, and Betsy has found herself in the same situation as Butch—the clueless owner of a pile of money. What is that monkey man up to?

RUMBLING IN THE DEEP

As you and Wess approach the castle, you hear an odd sound and the ground begins to shake. Is it an earthquake, or something more sinister? Strange tracks lead from a nearby tunnel to the castle. Could this be 'the enemy'?

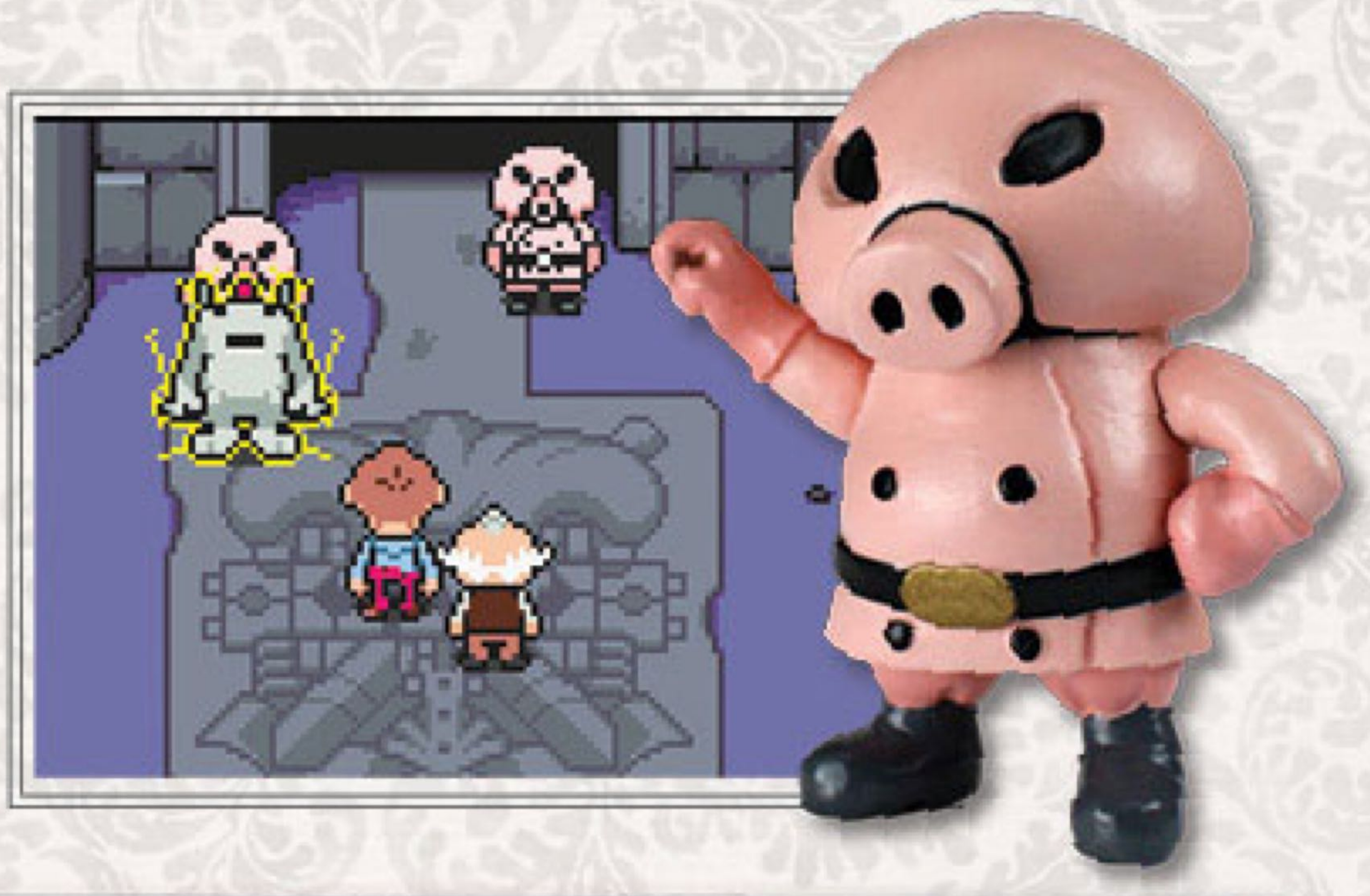
NIPPOLYTE'S OUT

In the castle grounds you find Nippolyte in some pain. He's been beaten up by some pig-looking guys who broke into the castle. Heed his warning and be sure you've got some health items and bombs before you go after the perps!



HIRED GUN

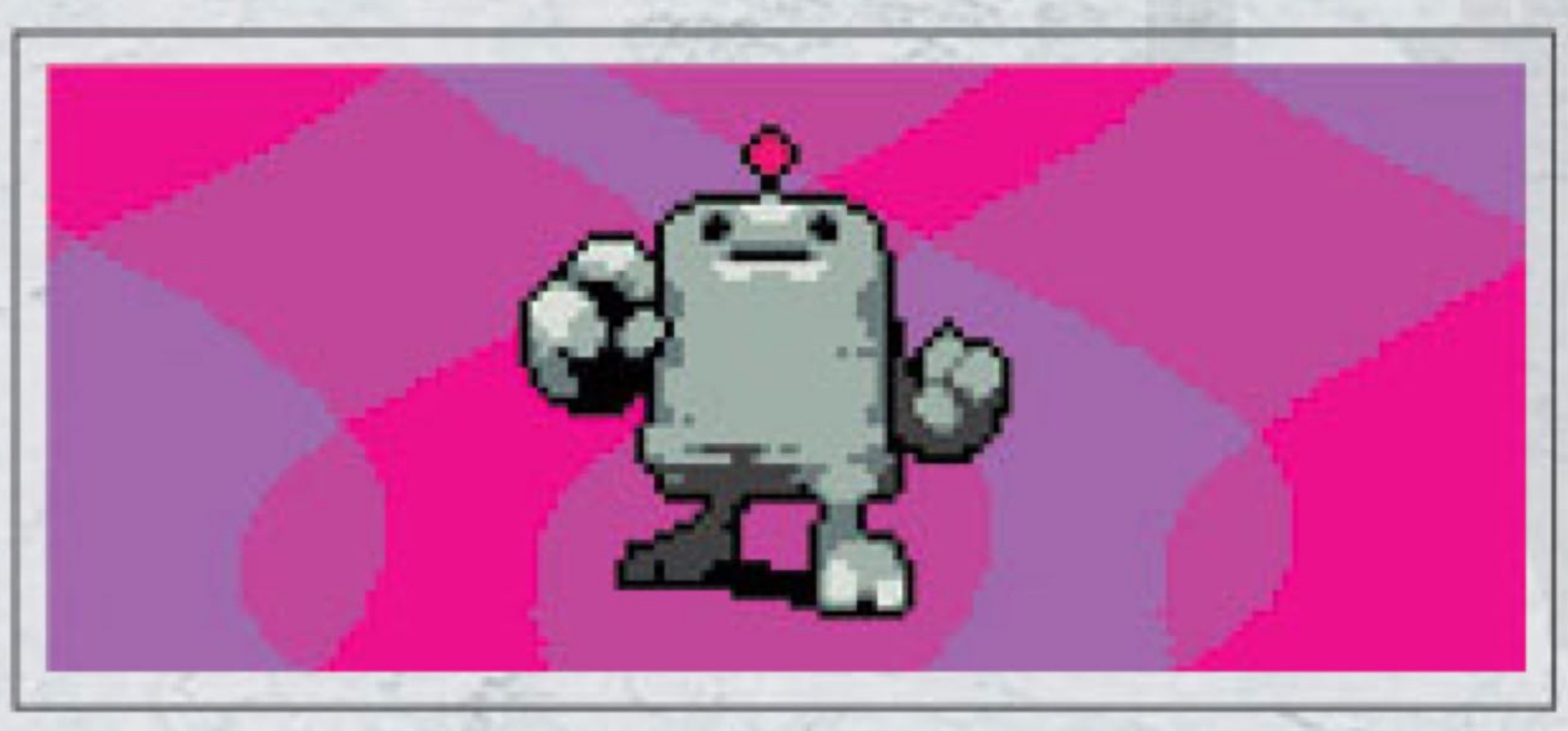
As you enter the castle you are greeted by two Pigmasks. Rather than fighting you themselves, they bring a Clayman to life and send him to do the heavy lifting.



MINI-BOSS ENCOUNTER

Dirty Deeds

He's not light on his feet, but he is heavy handed. Throw a Smoke Bomb to make him cry, then use the Scary Mask and Tickle Stick respectively to lower his offense and defense. Wall staples will come in handy too, as will Wess's occasional assistance. Once the Clayman has received enough damage he'll crash down on top of you, leaving you flatter than a flounder. After this, it's fairly easy to finish him off. Just make sure to keep your health above 50!



BACK TO THE DUST

With the Clayman defeated, the Pigmasks give the inanimate beast a final undignified kick and then scuttle away.

MOVES OF THE MASTER

Secret Thief Art Technique:
Around 120 HP damage

Throw one of Duster's socks:
Paralyze

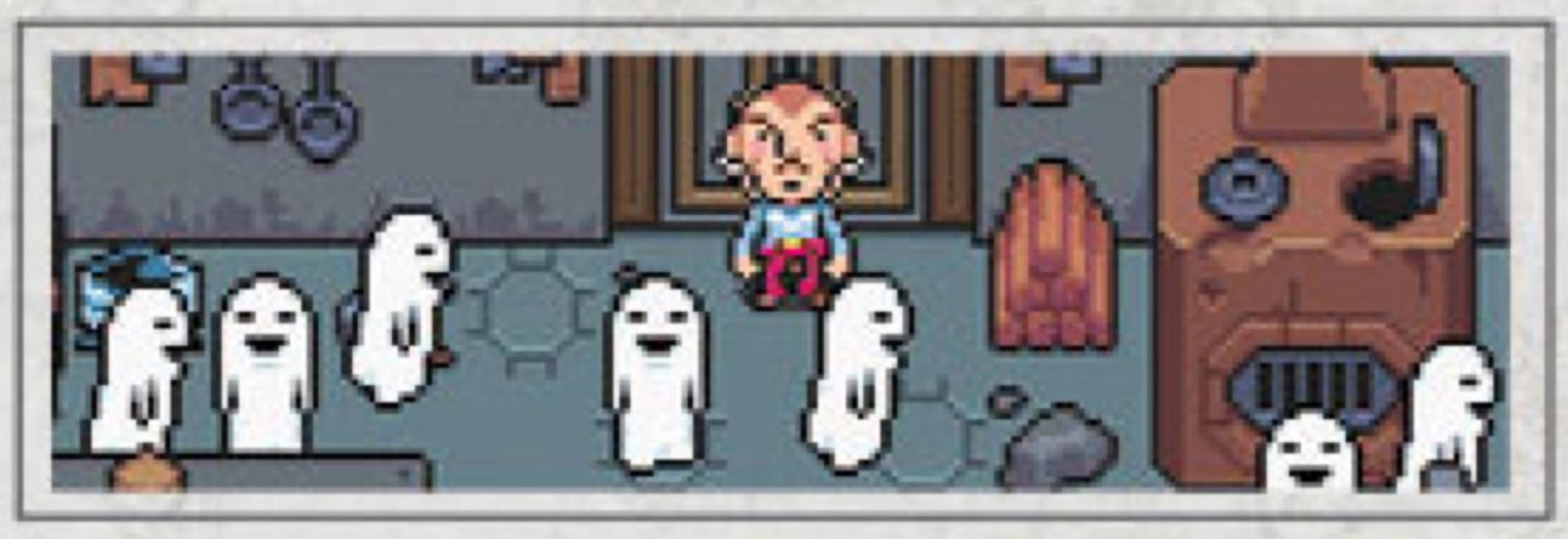
Thief Attack:
40-50 HP damage

Sharply Scold Duster:
No Effect

Throw a Thunder Bomb:
40-50 HP damage

To the Spittoon Room

Time to make your way back to the room where you found the Noble Spittoon. The Pigmask army have left sentries and wanton destruction in their wake, so step lightly.



TOO MANY SPOOKS

On the way to the top floor, take a detour to the ghost's kitchen. The place is packed with spirits taking refuge from the Pigmasks. Even in hiding they're still a cheerful, curious, and chatty bunch.

ENEMIES

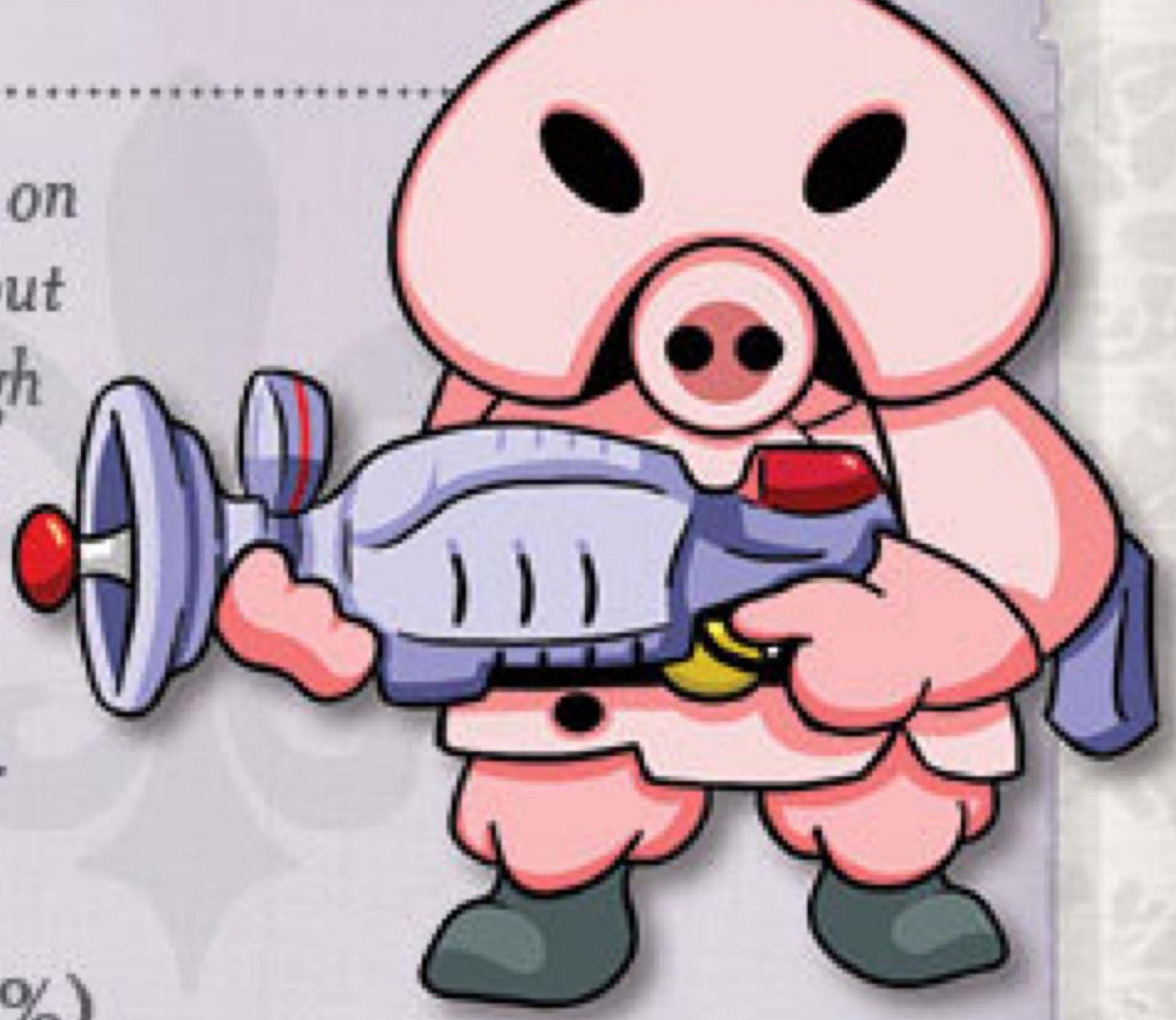
CLAYMAN

Mini-Boss

This lump head has no choice but to attack. The work horse of the pigmasks, this creature is prone to falling over when overworked. Watch out for his unwieldy nature later in battle.

HP: 879 | OFF: 72 | DEF: 23 | EXP: 200

PIGMASK

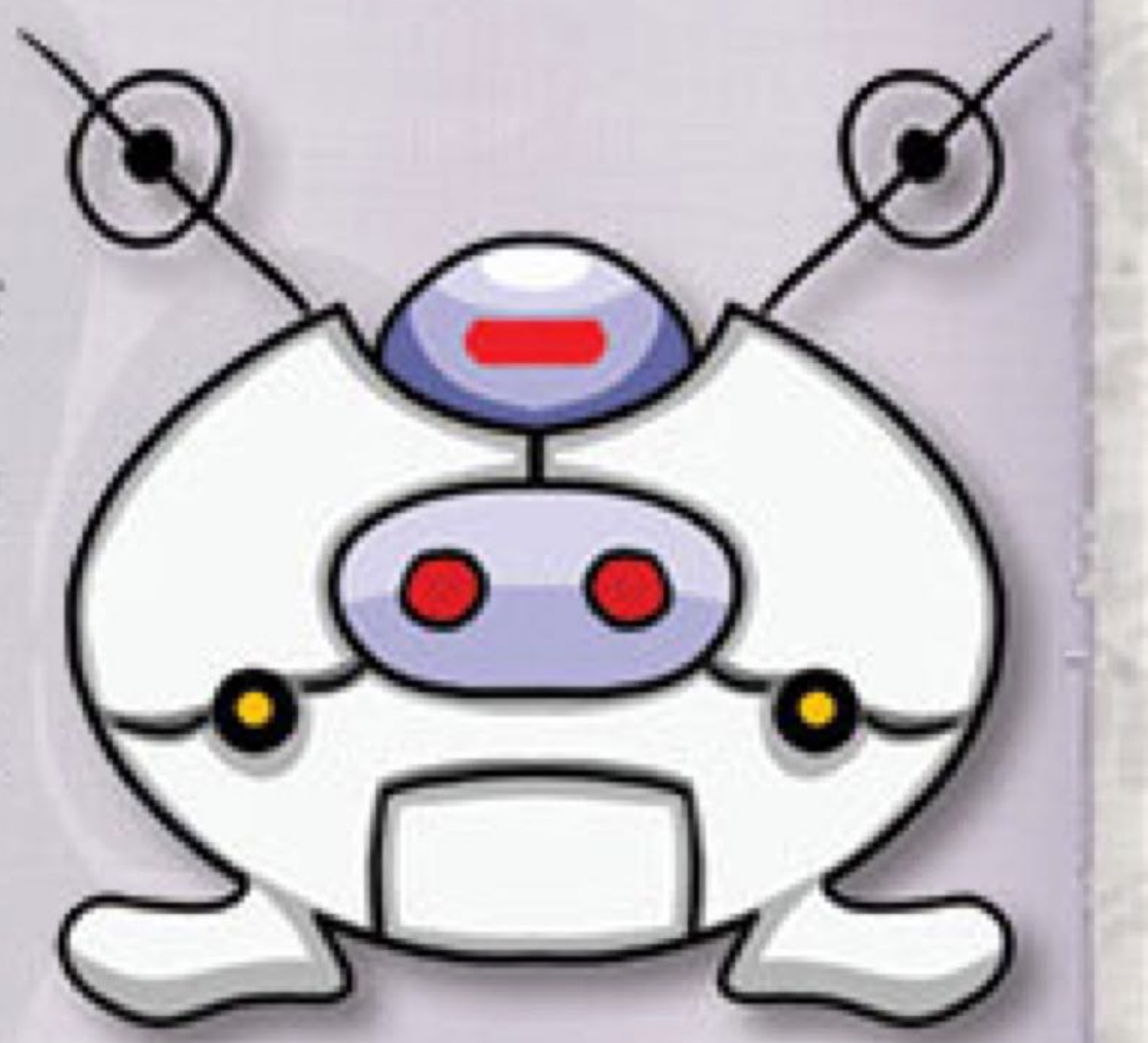


They may be tough on the eye and the ear, but they're not too tough in battle. Look out for their defense-lowering beams and cowardly kicks.

Bag of Pork Chips (50%)

HP: 160 | OFF: 55 | DEF: 20 | EXP: 61

RECON MECH



This robot's not very good at his job, he just floats around and hopes you'll run into him. He's sneaky and can call for backup, so watch out. If you're lucky, you can get a Pencil Rocket for beating him!

Pencil Rocket (3%)

HP: 90 | OFF: 50 | DEF: 35 | EXP: 65

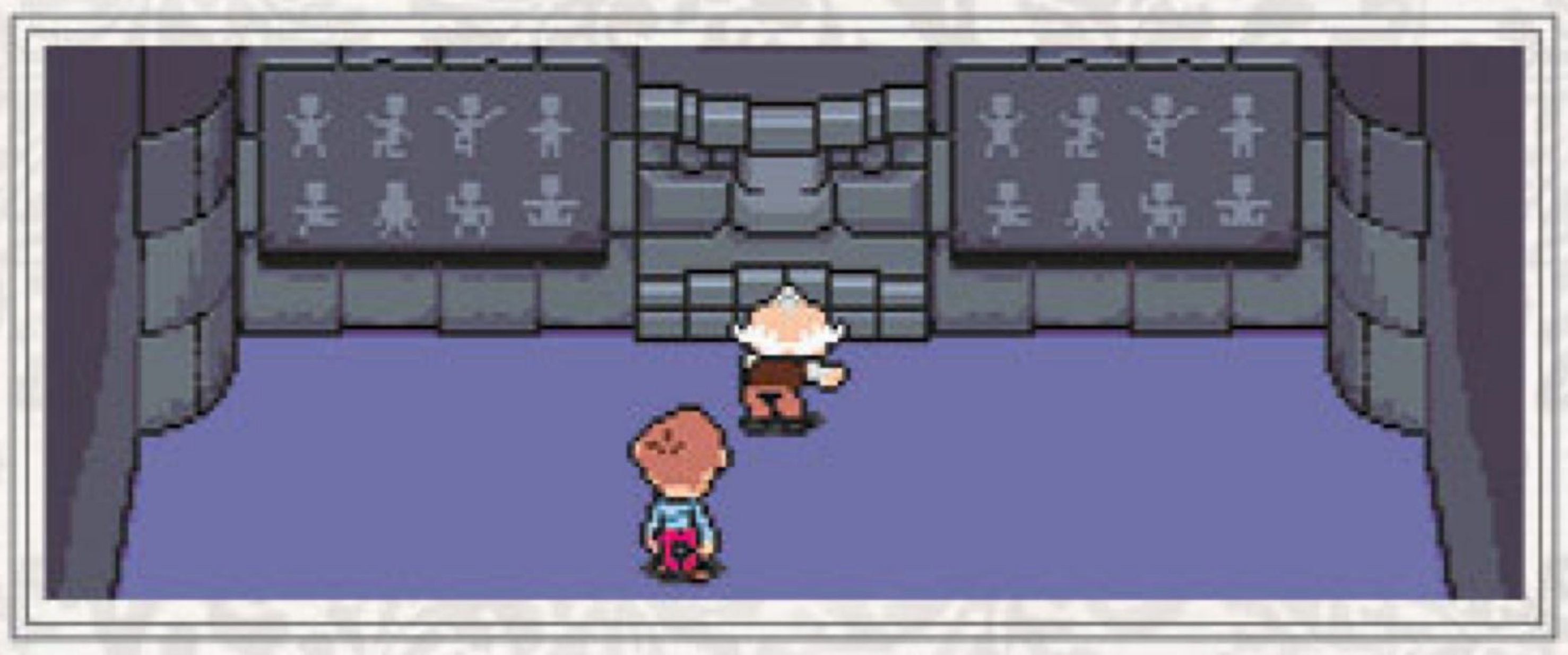
The Legend of the Osohe Jester

Long ago in the ancient Osohe castle dwelt a mischievous court jester who loved disorder. He incorporated the security door password ("Molewig") into his courtly songs, dug tunnels beneath the castle, and carelessly left the drawbridge keys lying about.

His coup de grace came when he modified the security system to respond to dance, rather than spoken word. Carving his likeness into the doors and the new "password" into the surrounding walls, the jester ensured that his joke would live on for generations. It wasnt long before a family of thieves discovered his myriad backdoors and secrets and began secretly infiltrating

SHAKE IT, WESS

In the spittoon room, Wess tells you about the doorway and the "secret" way to gain entry. It won't be a secret for long if you keep taking peeks, though.



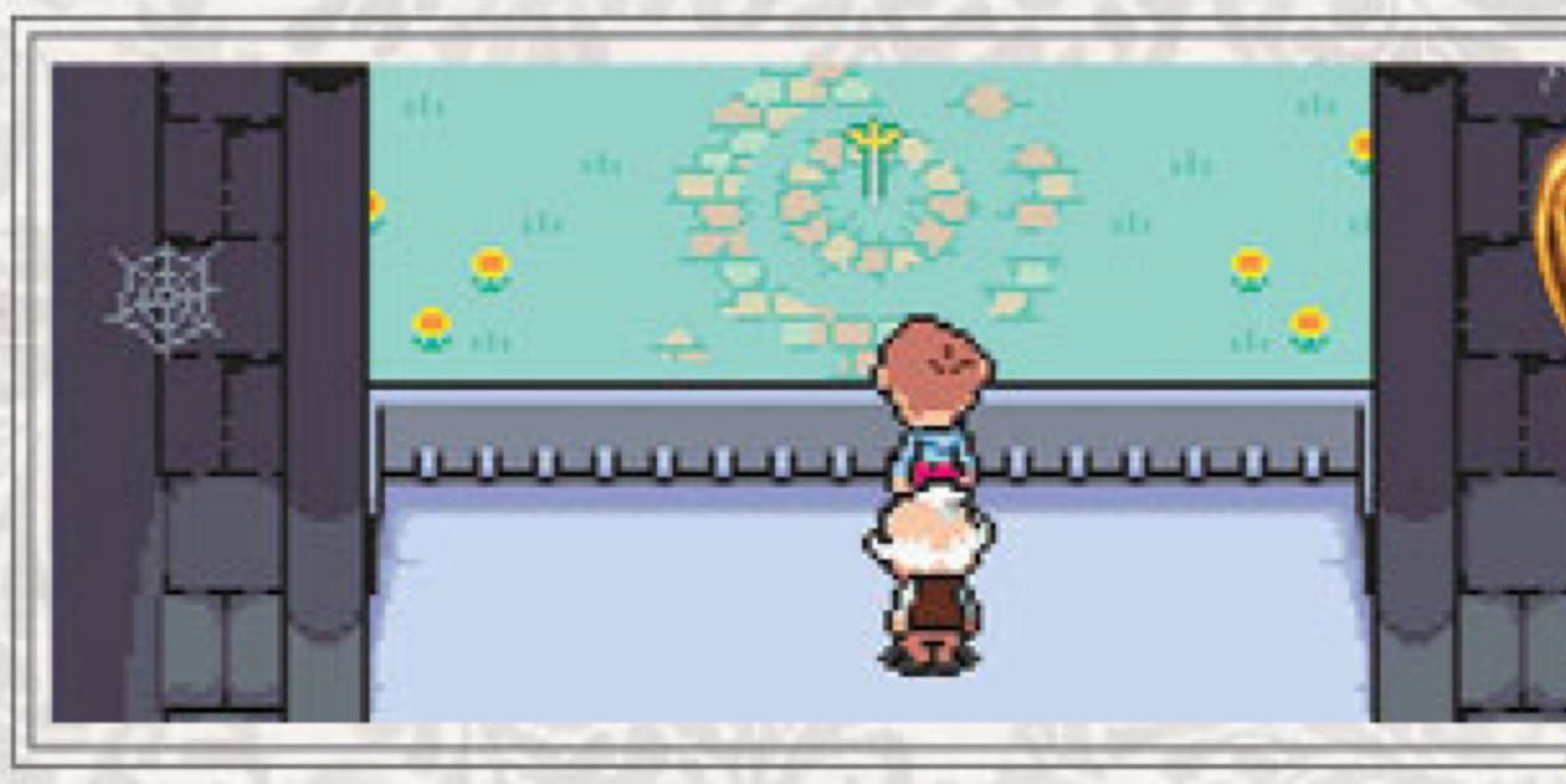
Dustability

Despite his propensity for sleeping in and limping around, Duster can really move it when things get tense. From time to time he'll whip out some of the following footwork at the start of a battle:

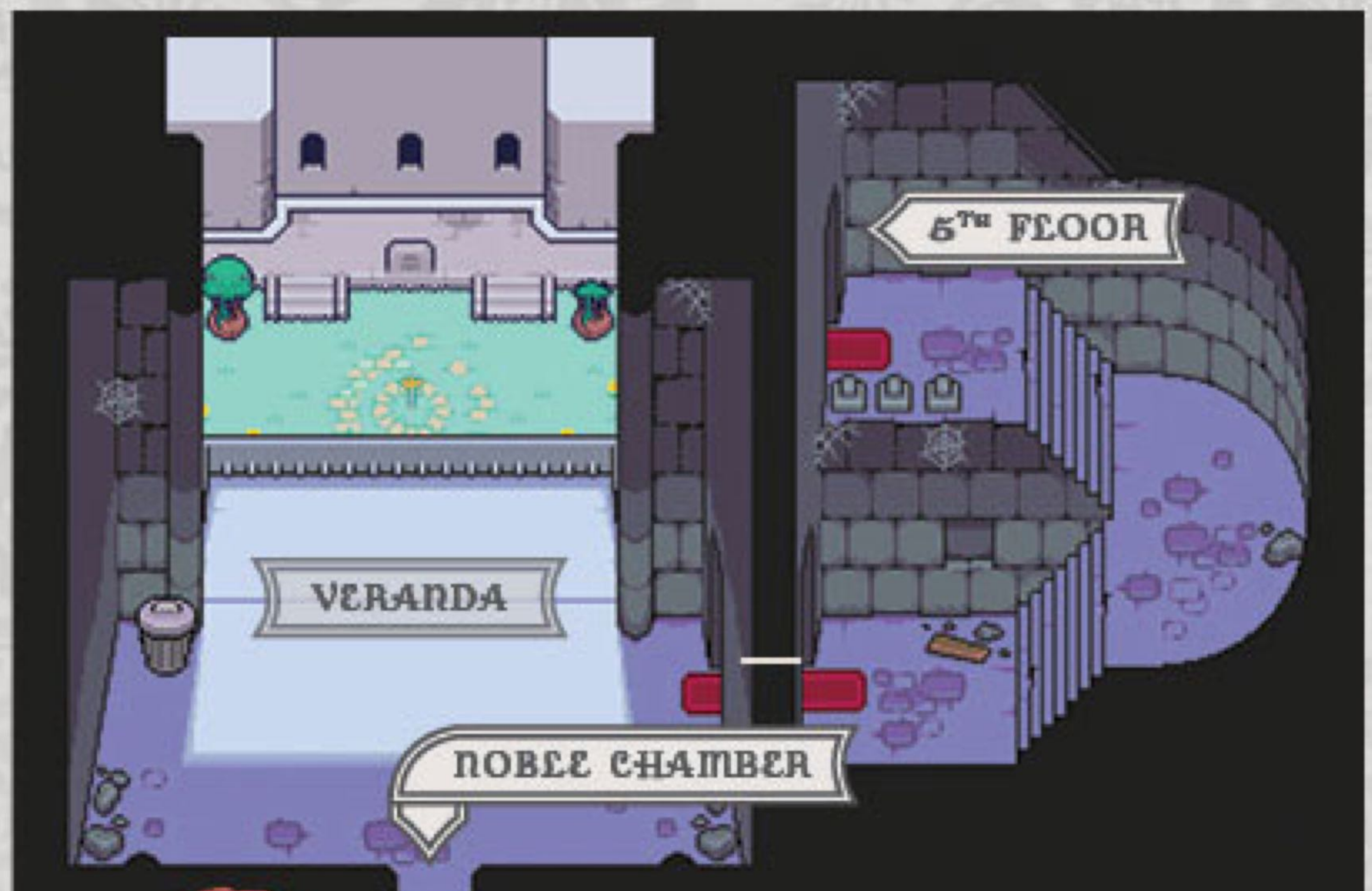
- **Attack with blinding speed!** Sometimes an intense battle gives way to random 'feets' of strength! Duster will occasionally open up a battle with this swift kick.
- **Unleash a reverse kick with unfathomable speed!** Attacked from behind? It's not a problem when the guy with the bum leg can swing it like an axe.
- **Deftly flip behind the enemy!** Red swirls aren't always the end of the world. From time to time, Duster will execute a move so mind-blowing that the enemy is left scratching their head—giving you the opening shots instead!

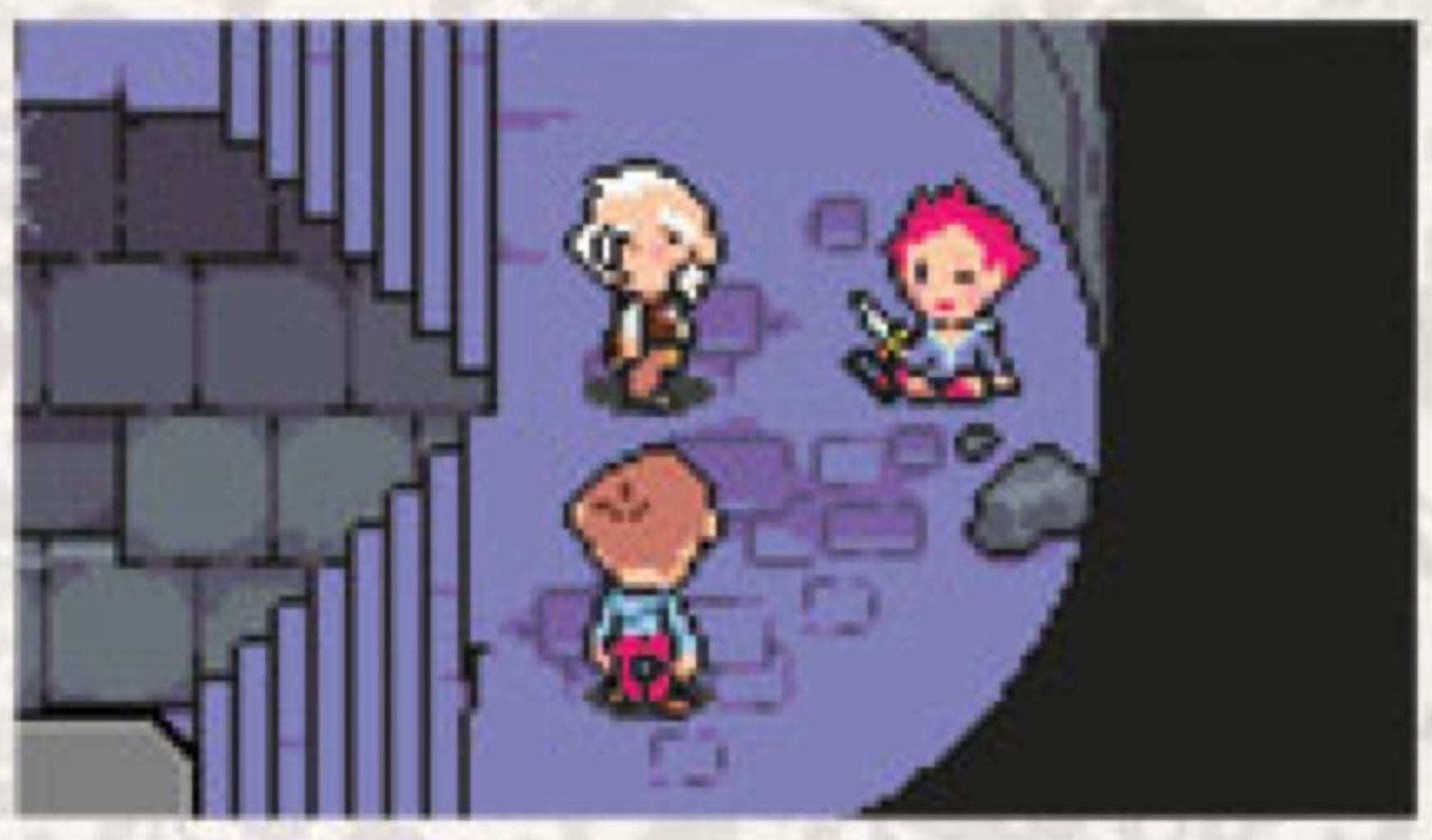
WHAT'S THE POINT

Seeing a large needle sticking out of the ground in the courtyard, Wess seems to remember that it provoked an unpleasant response from the old king.



4TH FLOOR (CONTINUED)





PRINCE OR PRINCESS?

In the next room you run into a familiar character—the girl who dropped the pendant—trapped on the landing. Wess frees her from the trap and, although he refers to her as royalty, she proves to be a wise cracking tomboy with attitude to spare. Some princess!

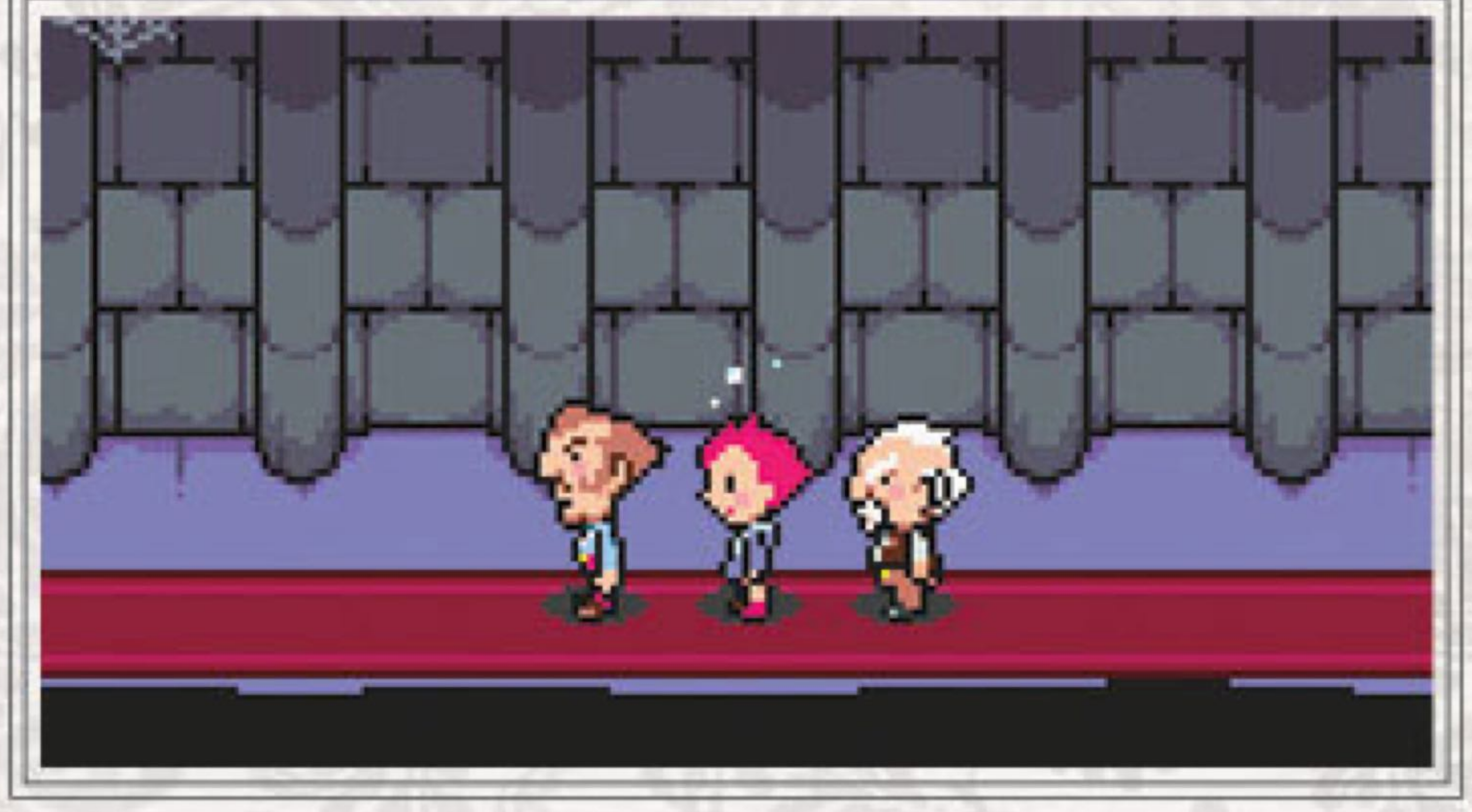
KUMATORA

A PSI powered, tactless princess.

A mysterious young woman of PSI, tough as nails with a tongue just as sharp. Found and raised by the Magypsies, she is one character that doesn't take after her foster family's values. With a blunt way of addressing life and its circumstances, don't expect a royal courtesy call when she needs your help.

GOT TO SWEAT IT OUT!

Discovering your potential can really take it out of you. You can't go running around the place while you're still sweating it, so you might want to avoid the brooms until you're nimble again!

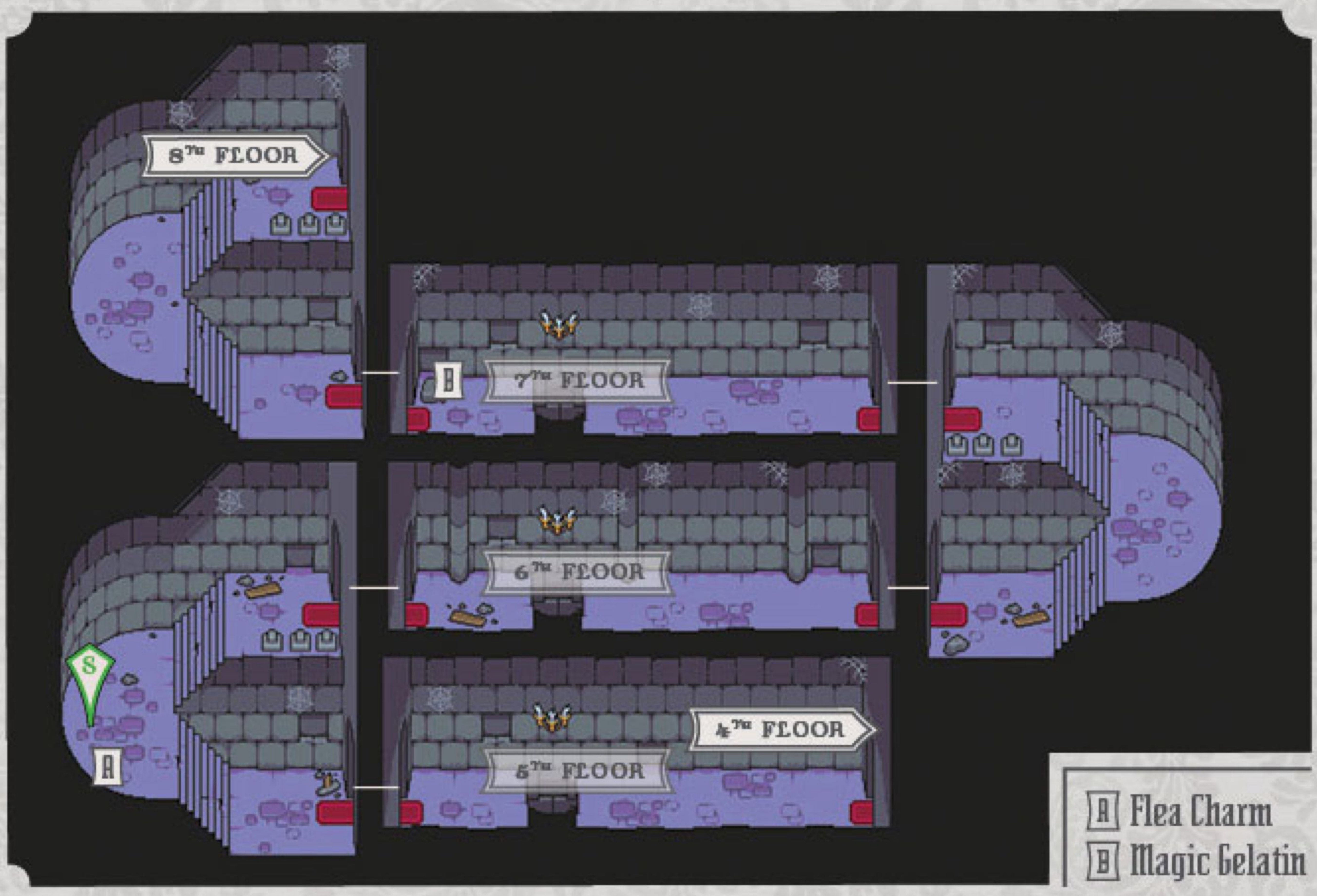


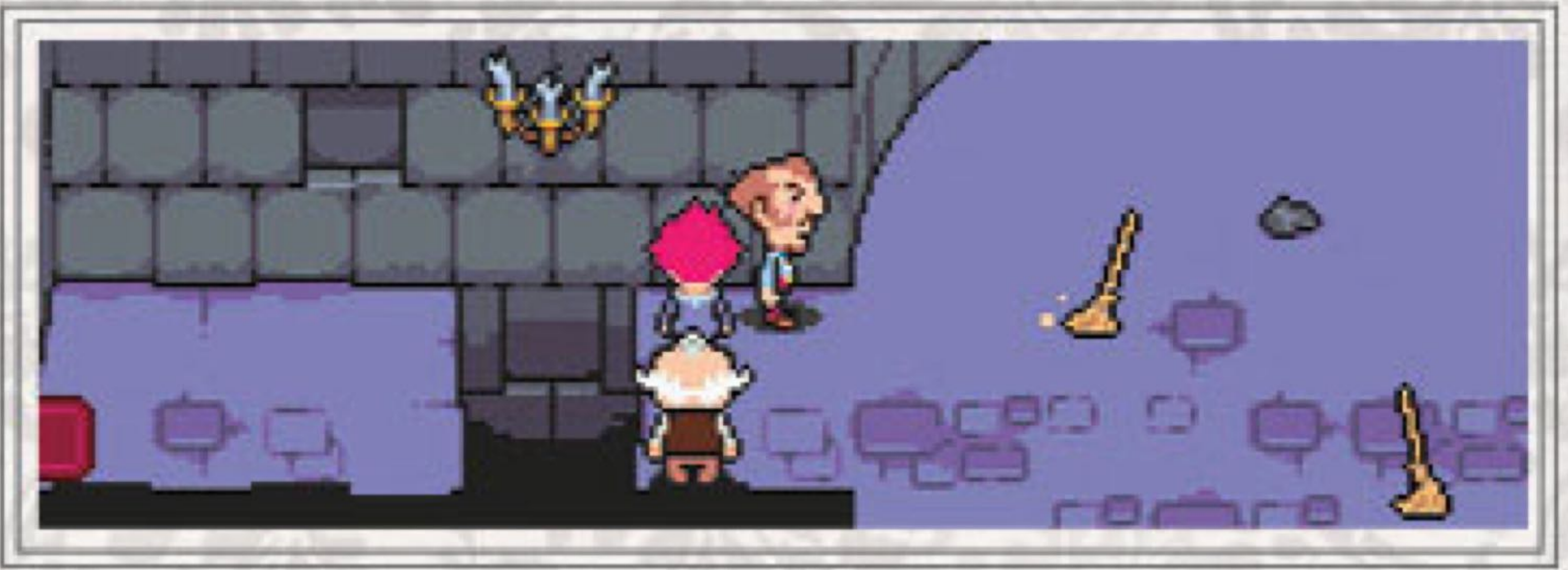
PSI Sigh

A rumor on the wind claims that Kumatora can use PSI, powerful psychic attacks that will give you a battle advantage. While you're dashing to the top of the castle get acquainted with your new attacks!

- **FIRE α** – Uses 6 PP and engulfs all enemies in flames. Very useful for battles with several foes. Occasionally you'll catch an enemy on fire, which deals continual damage for several turns.
- **FREEZE α** – Uses 5 PP and freezes a single enemy. A powerful and cost-effective attack which will sometimes leave your target unable to move.
- **THUNDER α** – Uses 7 PP and zaps a single enemy with lightning. Kumatora's most powerful PSI move, but also her most unreliable since it sometimes misfires. Occasionally you'll leave an enemy paralyzed.
- **LIFEUP α** – Uses 5 PP and restores around 60 HP to yourself or an ally.

OSOHE CASTLE - 5TH - 7TH FLOOR





SWEEP 'EM AND WEEP

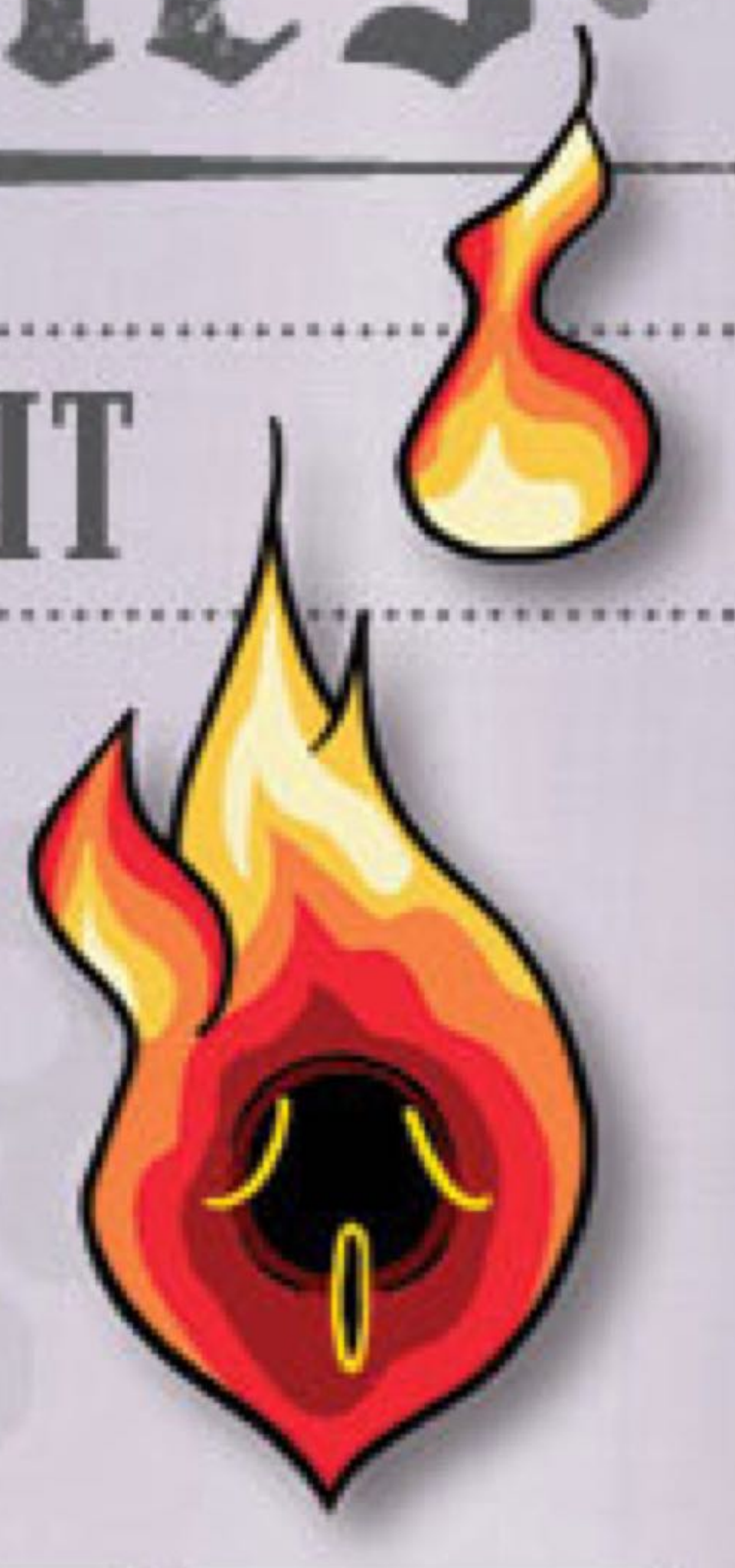
As you near the top of the castle, beware of the brooms! They'll sweep you straight into that strange garbage can you saw in the foyer. They move in easy-to-avoid patterns.

THE CASE FOR THE CAN

The brooms sometimes get a bad rap, but there's certainly something to be said for getting taken out with the trash. In addition to gaining valuable stair-climbing experience, winding up in the pail gives you a chance to run back to the sofa and rest your feet.

enemies

LINGERING SPIRIT

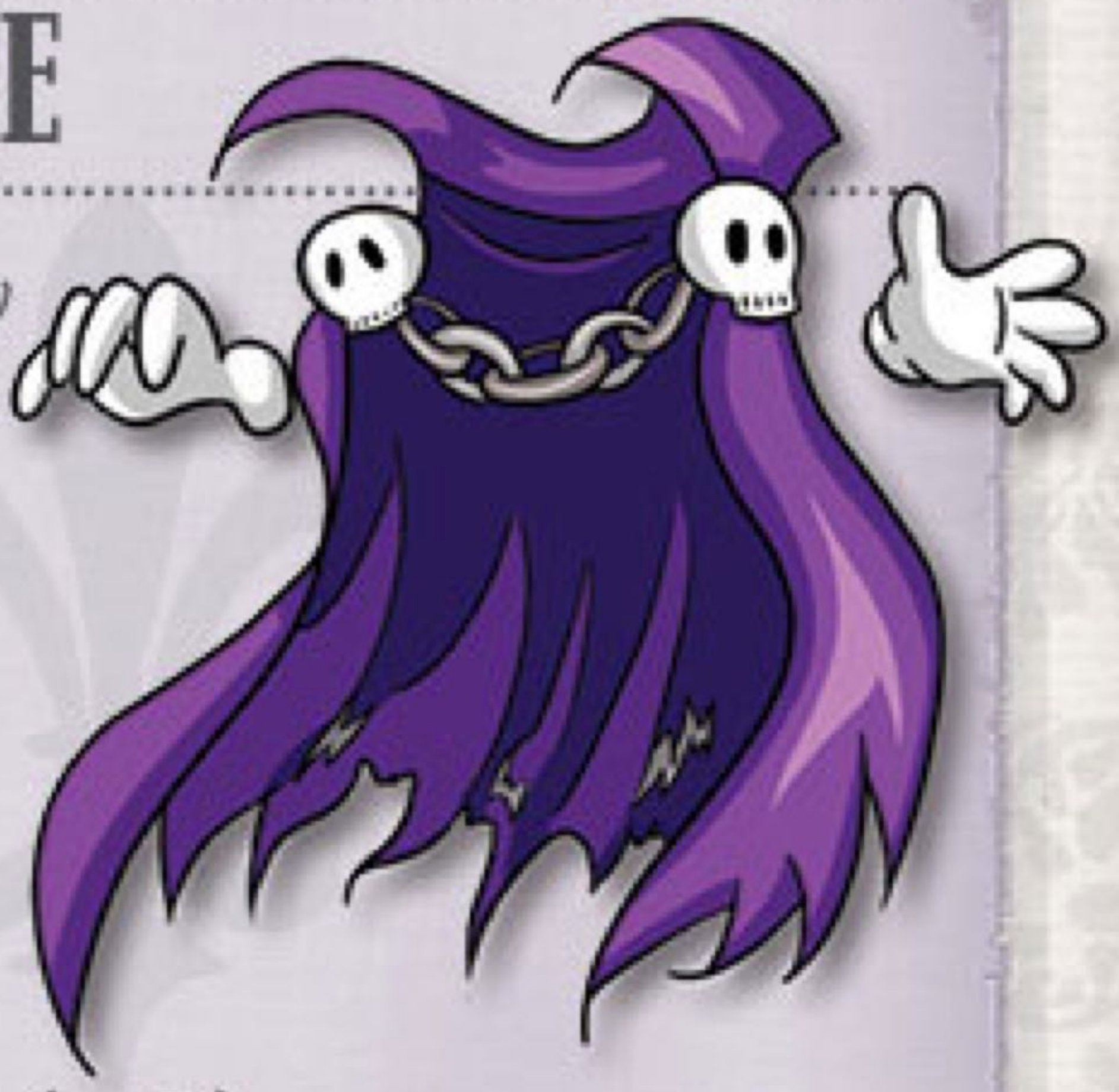


There's no use crying over past sorrows, especially if they're not yours. Put a stop to the tears with a round of PK Freeze!

Magic Gelatin (20%)

HP: 65 | OFF: 44 | DEF: 50 | EXP: 59

OSOHE CAPE

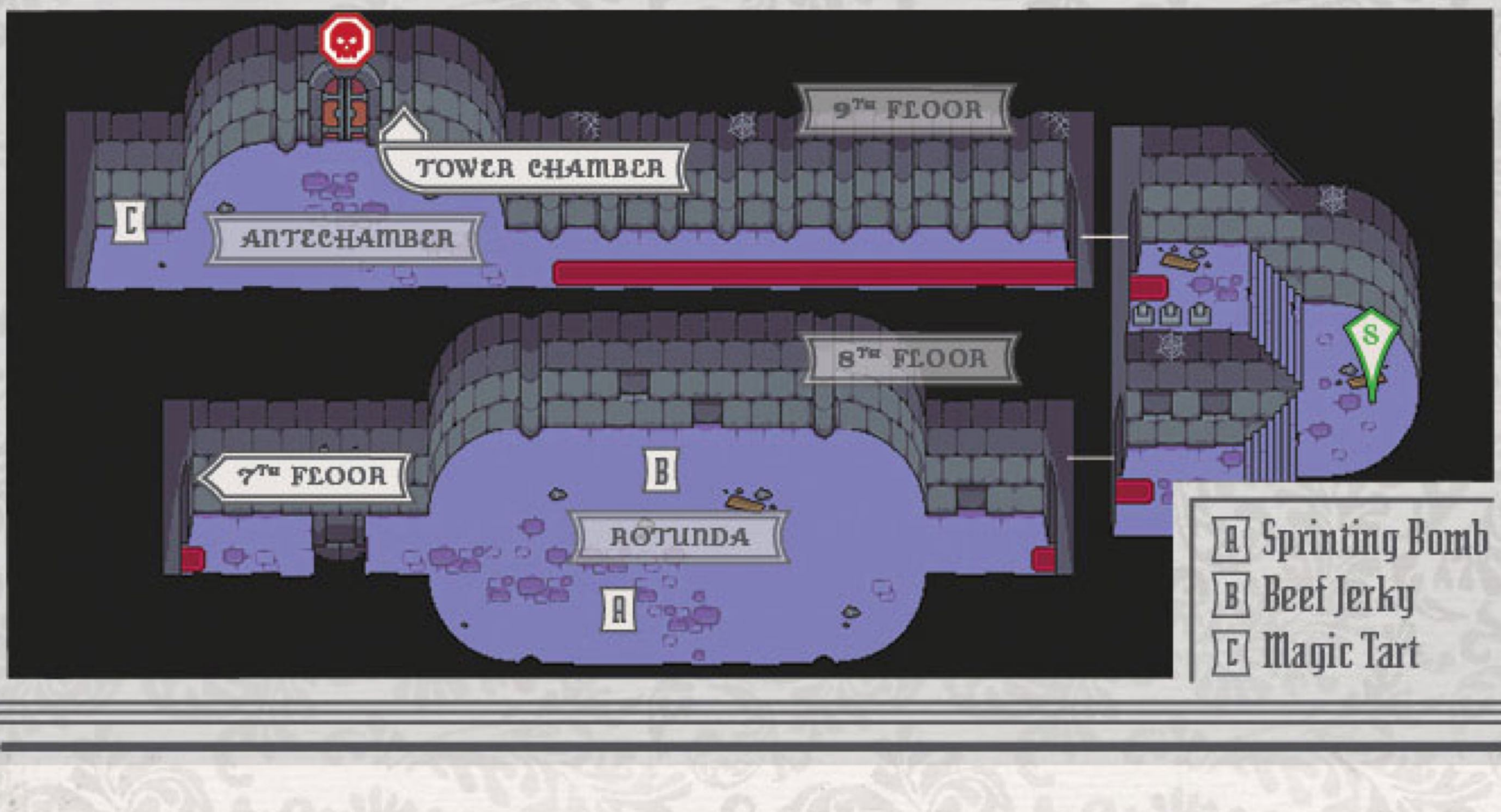


Don't let this spooky cloak give you the cold shoulder. Kumatora's Fire and Freeze attacks are great, especially after he puts up his Shield.

Peculiar Cheese (10%)

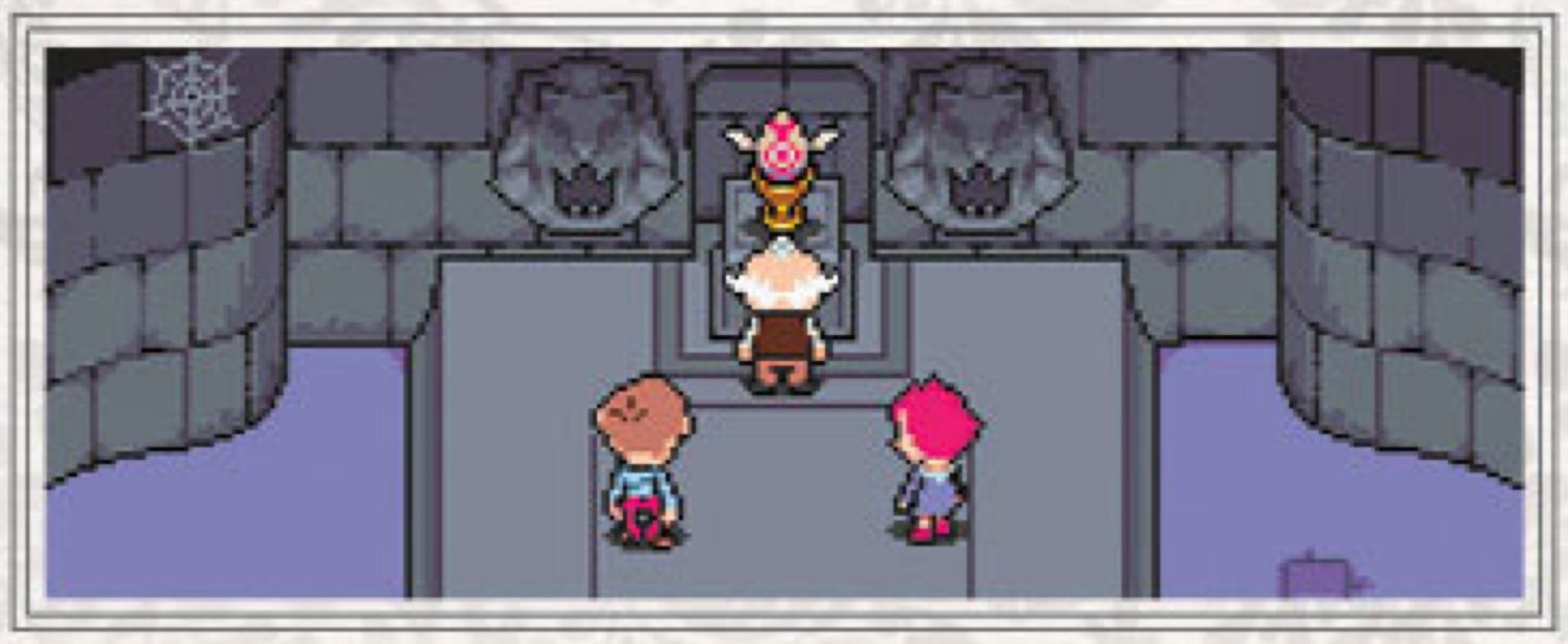
HP: 189 | OFF: 65 | DEF: 27 | EXP: 78

OSOHE CASTLE - 8TH & 9TH FLOOR


9TH FLOOR
TOWER CHAMBER
C
ANTECHAMBER
S
8TH FLOOR
7TH FLOOR
B
ROTUNDA
A
A Sprinting Bomb
B Beef Jerky
C Magic Tart

SHIFTY INVENTORY

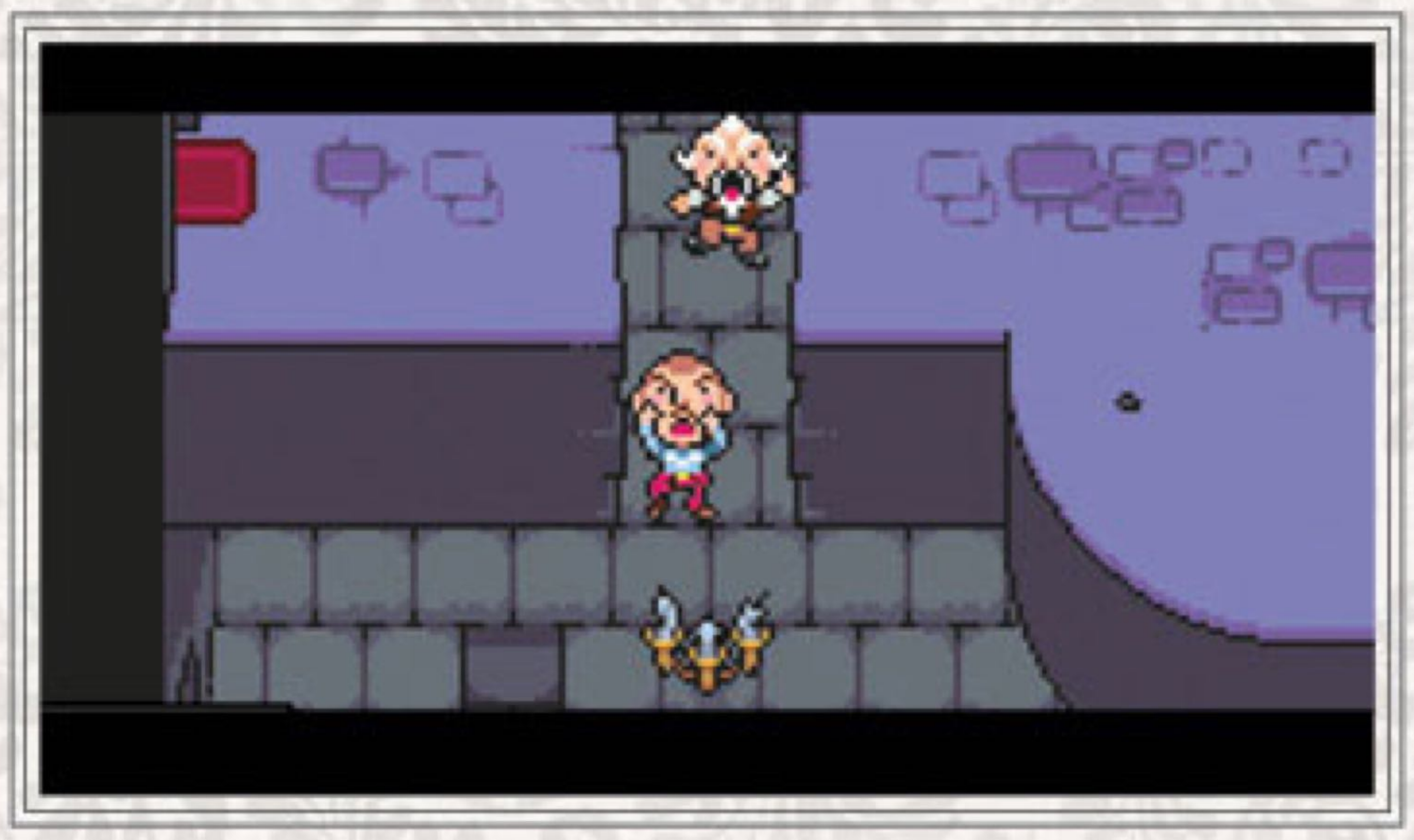
Kumatora can heal with PK Lifeup, but she may soon need to use her offensive PK full-time. Just in case, load Duster up with plenty of HP- and PP-restoring items. Danger lurks!



The Hummingbird Egg

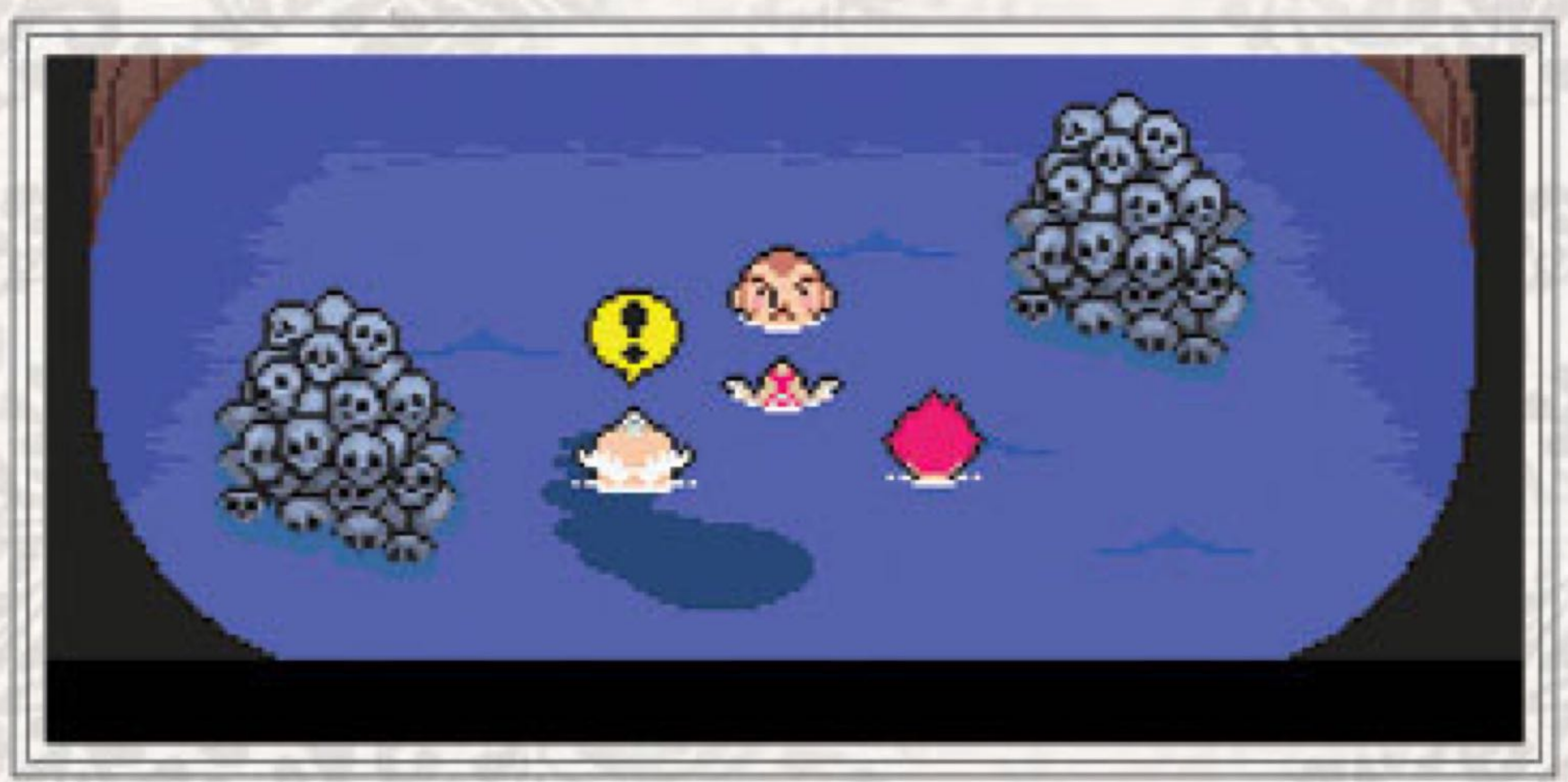
At last you come upon the "certain important item," a surprisingly large Hummingbird Egg which supposedly contains the hope—or calamity—of the world. Wess and Kumatora seem to remember that it's important, but the details are a little fuzzy...

Emergency Exit



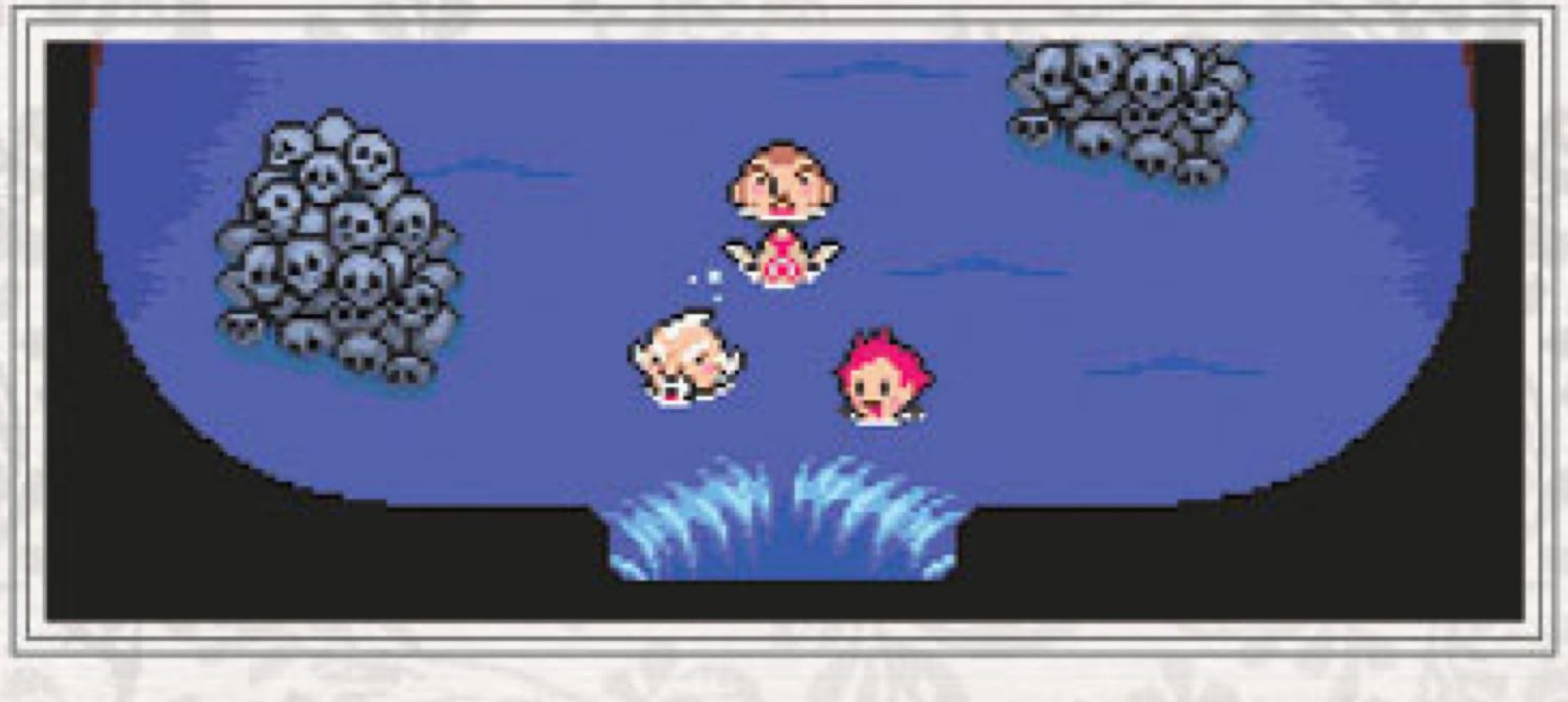
The awe surrounding the Egg comes to an abrupt end when the Pigmasks start beating down the door, and Kumatora's take-charge attitude backfires when she unwittingly springs one of Wess's old snares. The castle's requisite trap door drops the trio down each floor of the castle (whose architecture suddenly makes sense), but... what's at the bottom?

A Watery Grave



You end up in an unpleasant dungeon flooded with water. Everyone, including the egg, seems to be unharmed, earning Duster a brief compliment. Unfortunately, this tender moment is interrupted by a dreadful shadow in the waters below...

Slither N' Slide



Once the mystery host is gone you might think the turmoil was over, but no such luck. An opening appears in the pool and the trio get sucked down.

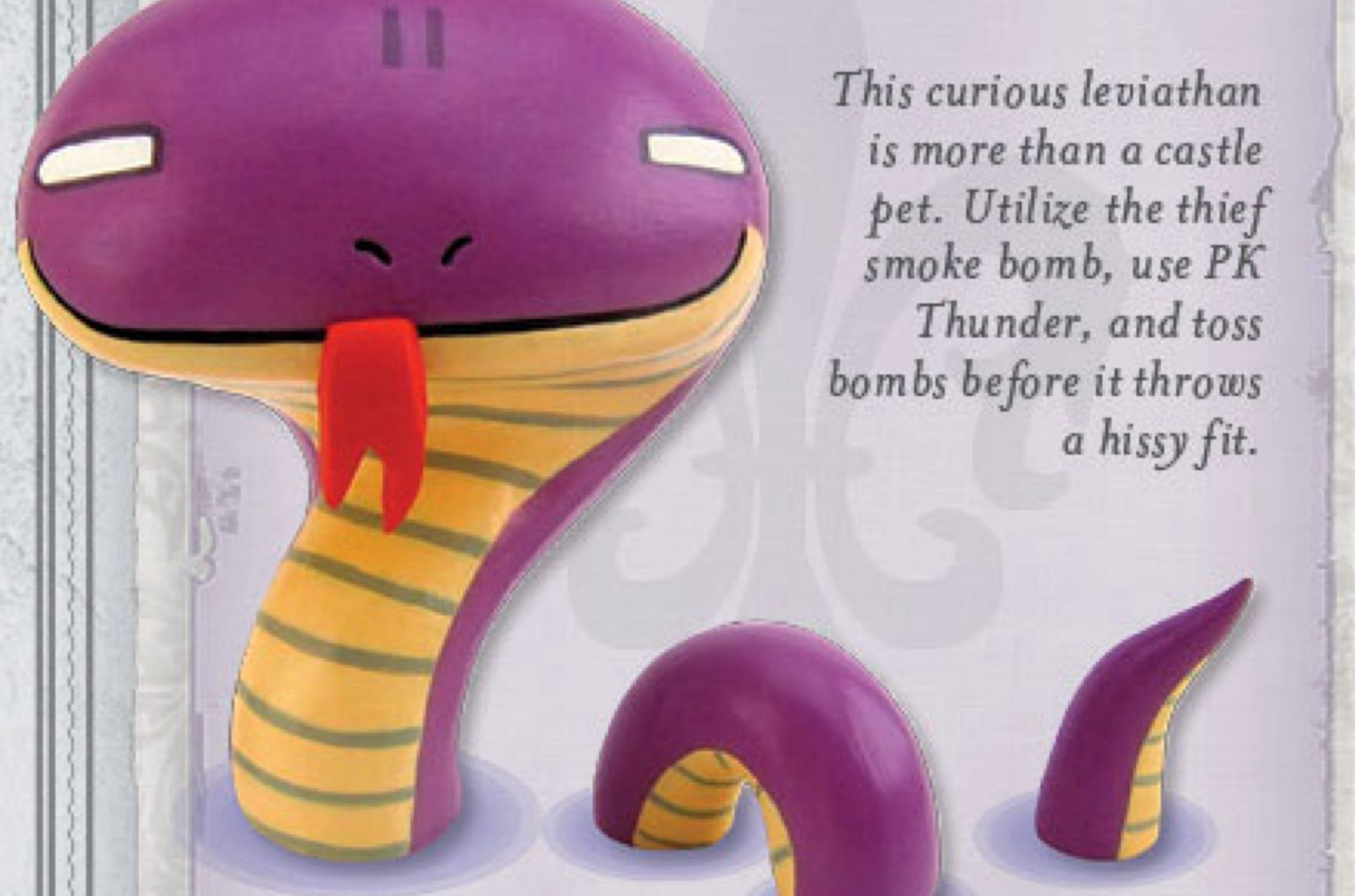
BOSS ENCOUNTER

Say it's Not So

Festive fuschia and full of smiles, this fearsome opponent is in its element, so don't hold back any of your healing items or bombs! Reduce him to tears with your Smoke Bomb to lower his accuracy and start repeatedly hitting him with Kumatora's PK Thunder attack. His biting and tail whipping attacks will deal a lot of damage, and if he manages to coil around you then you'll be paralyzed for a few turns. Once you've hurt him, the snake dives underwater, releasing a giant wave that will deal 50 HP of damage to everyone. Zap him with PK Thunder (which does more damage than when he's on the surface) and have Duster dole out healing items.

Chapter Boss

OH-SO-SNAKE



This curious leviathan is more than a castle pet. Utilize the thief smoke bomb, use PK Thunder, and toss bombs before it throws a hissy fit.

HP: 1237 | OFF: 82 | DEF: 28 | EXP: 568

WHERE'S DUSTER?

Wess and Kumatora are washed up on the riverbank and saved by Lighter and Fuel. Wess wakes up a little disoriented, though still capable of cursing his son. Kumatora, however, is keen to find Duster as soon as possible.

SCAMP'S JUST WARMING UP

If you stop by and visit Scamp you'll see that he's feeling better about things, though he's not really giving many details. Run down to Matt's house for the full story.

LOST AND ACCUSED

At the well, Butch is angry to find that his money is gone. People are still confused about the nature of money, but an enraged Butch continues to blame Duster, and by association, Wess. Kumatora steps into the fray, scaring Butch. Just as things seem like they could get out of hand, Flint arrives and calms everyone down by urging them to wait until Duster returns.

CHAPTER

№ 2

The mysterious arrival of the Pigmasks seems to have marked a change in Tazmily and its people. Who amongst the villagers will find the strength to fight back against this evil foe? Kumatora and Wess have the right motives, if not the best attitudes. Even Flint has put aside his grief to help, but what has happened to Duster? And what business could that strange peddler and his monkey have in Tazmily?

CHAPTER

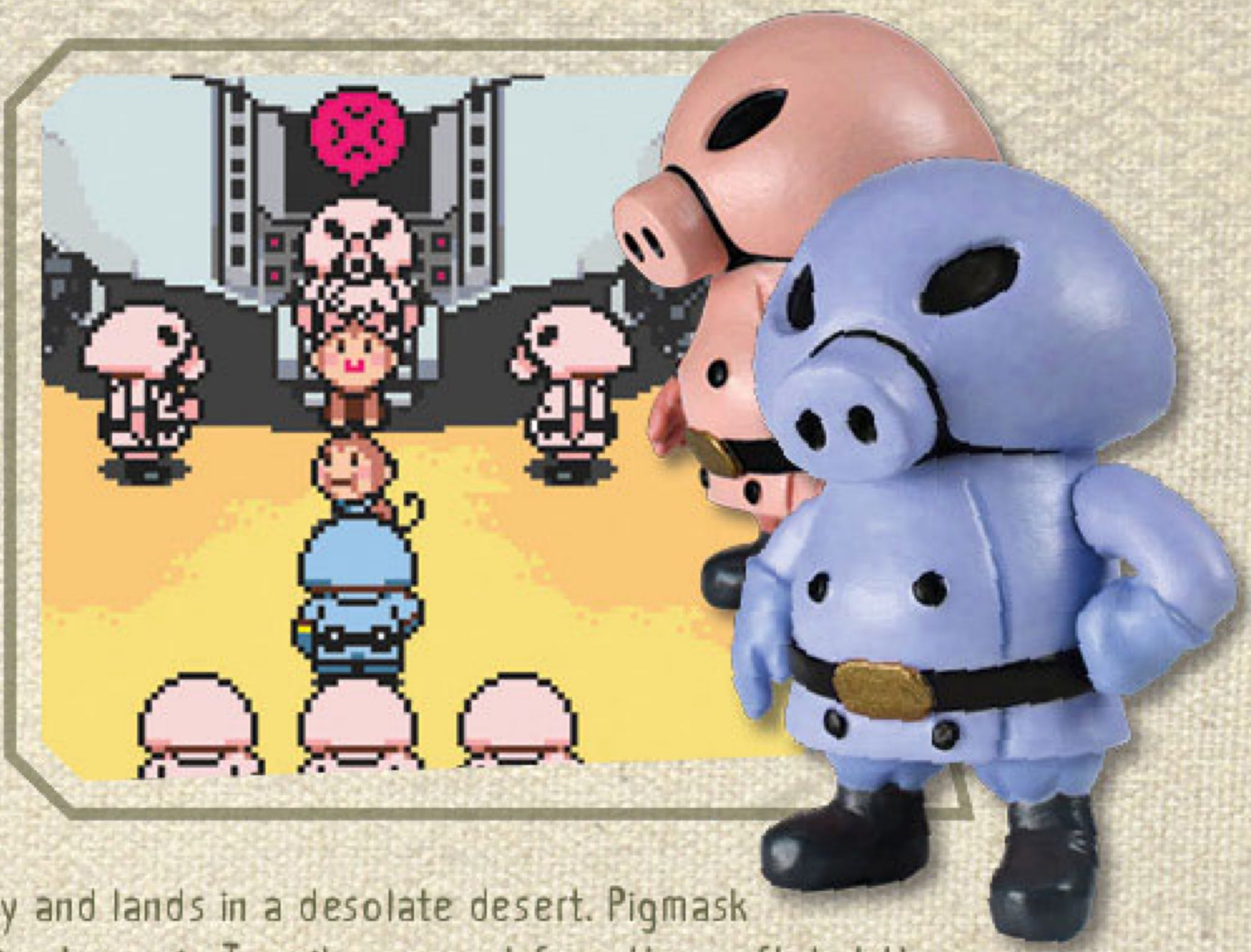
NO. 3

THE SUSPICIOUS PEDDLER

CHAPTER NO. 3

PART 1

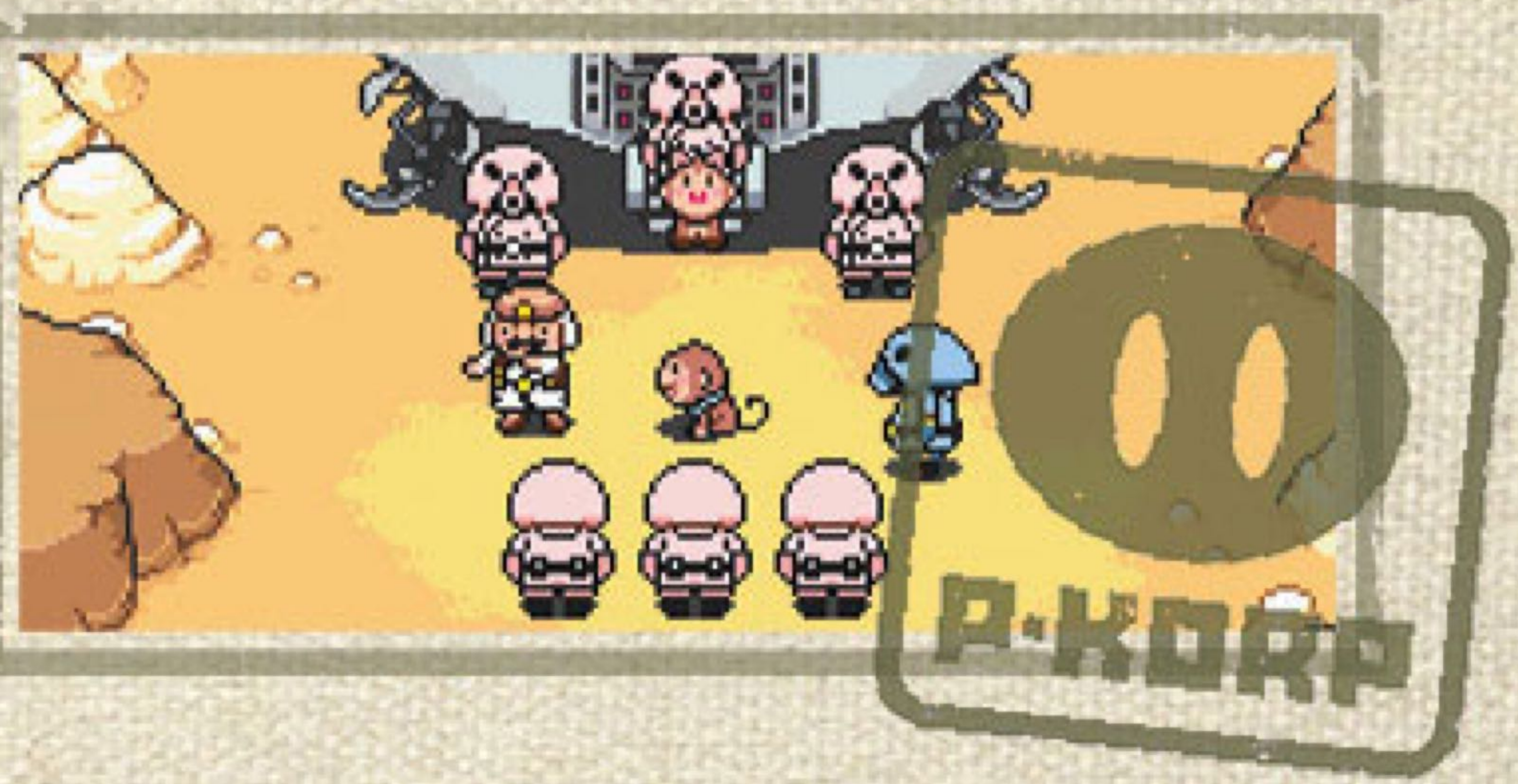
DEATH DESERT



A massive aircraft descends from the sky and lands in a desolate desert. Pigmask soldiers–the same that have been wreaking havoc in Tazmily–pour out from the craft, but they aren't alone. The sinister Fassad emerges from the craft with Salsa and his girlfriend in tow.

DON'T MONKEY AROUND

Fassad issues an ultimatum: do his bidding or risk losing your girlfriend! From here on out, you'll be following orders to ensure her safety. You can agree with everything he says in a timely manner to avoid a shocking punishment, although some of the zaps will be unavoidable.



FASSAD

A sinister stranger with ties to the Pork Army

This cruel stranger seems to be in a position of power in the Pigmask army. His brute strength isn't always used for evil, though; in battle you'll learn to rely on his attacks, which deal more damage than your 16-hit combos!

SALSA

A Brave Little Monkey

Salsa is on a mission to reunite with his girlfriend. His lack of strength in battle is compensated by his unique skills which can incapacitate enemies and boost your stats. He's also an exceptional dancer.

SAMBA

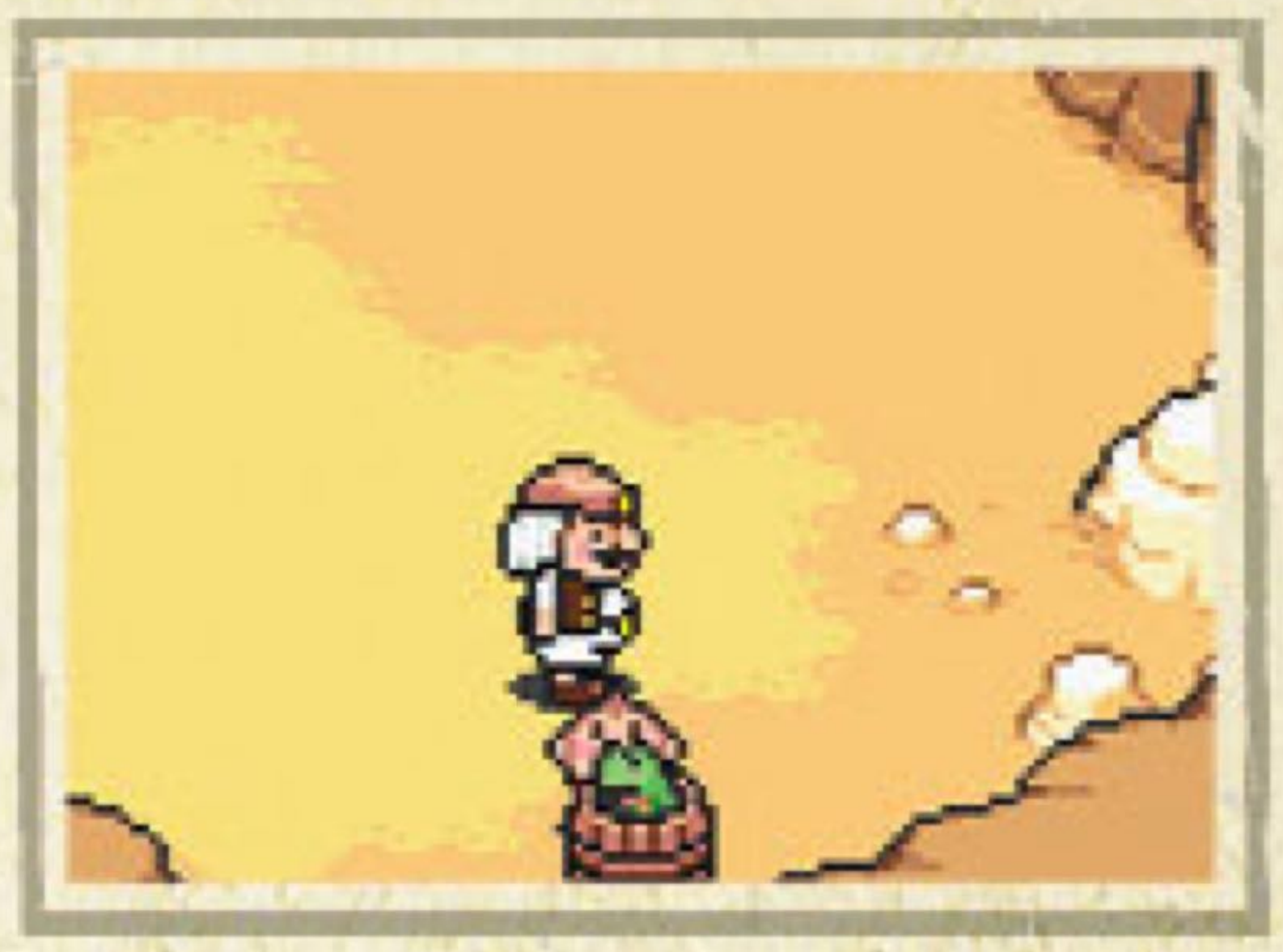
Salsa's kidnapped girlfriend.

JUST DESERTS

After the Pigmasks depart with your beloved, you must accompany Fassad as he makes his way through the desert. Take some time to build your strength and view all of Death Desert's interesting sights.

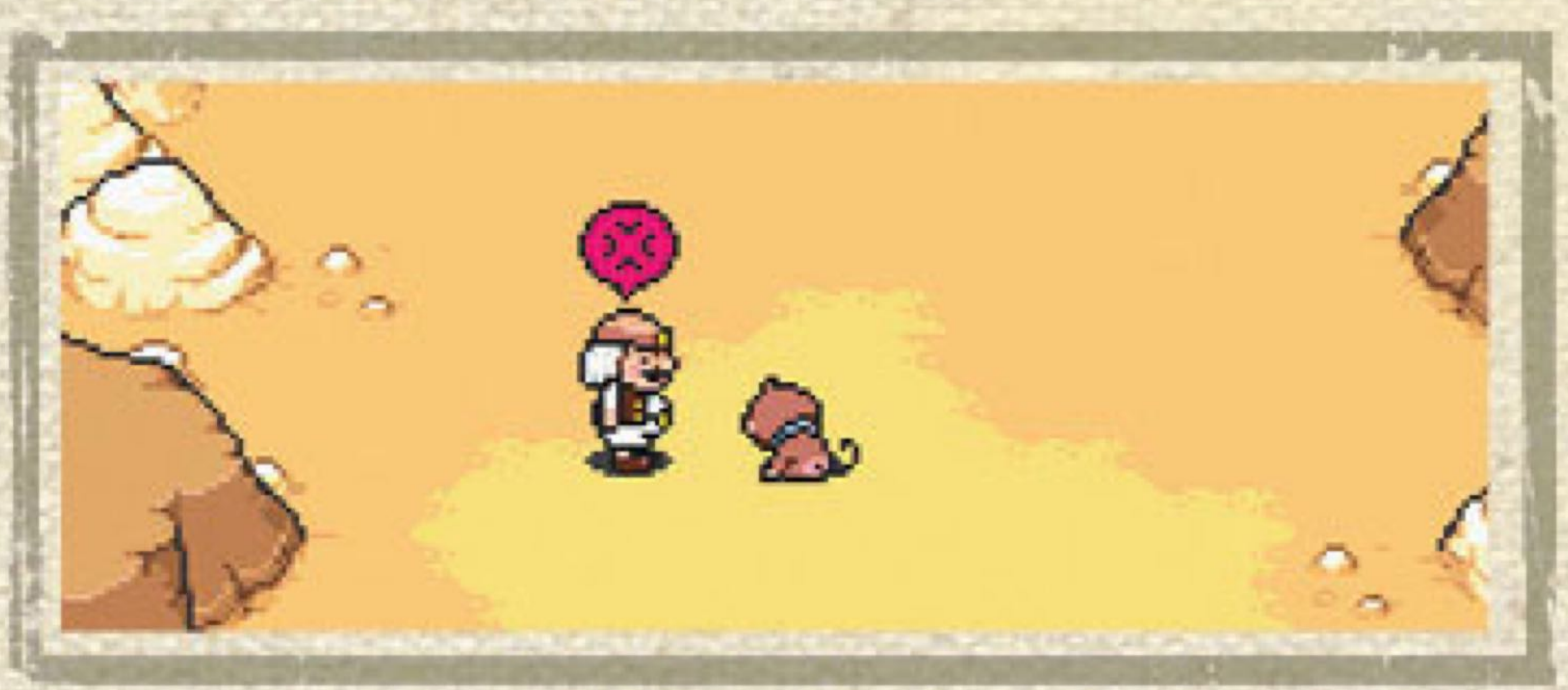
BARREL O' FROG

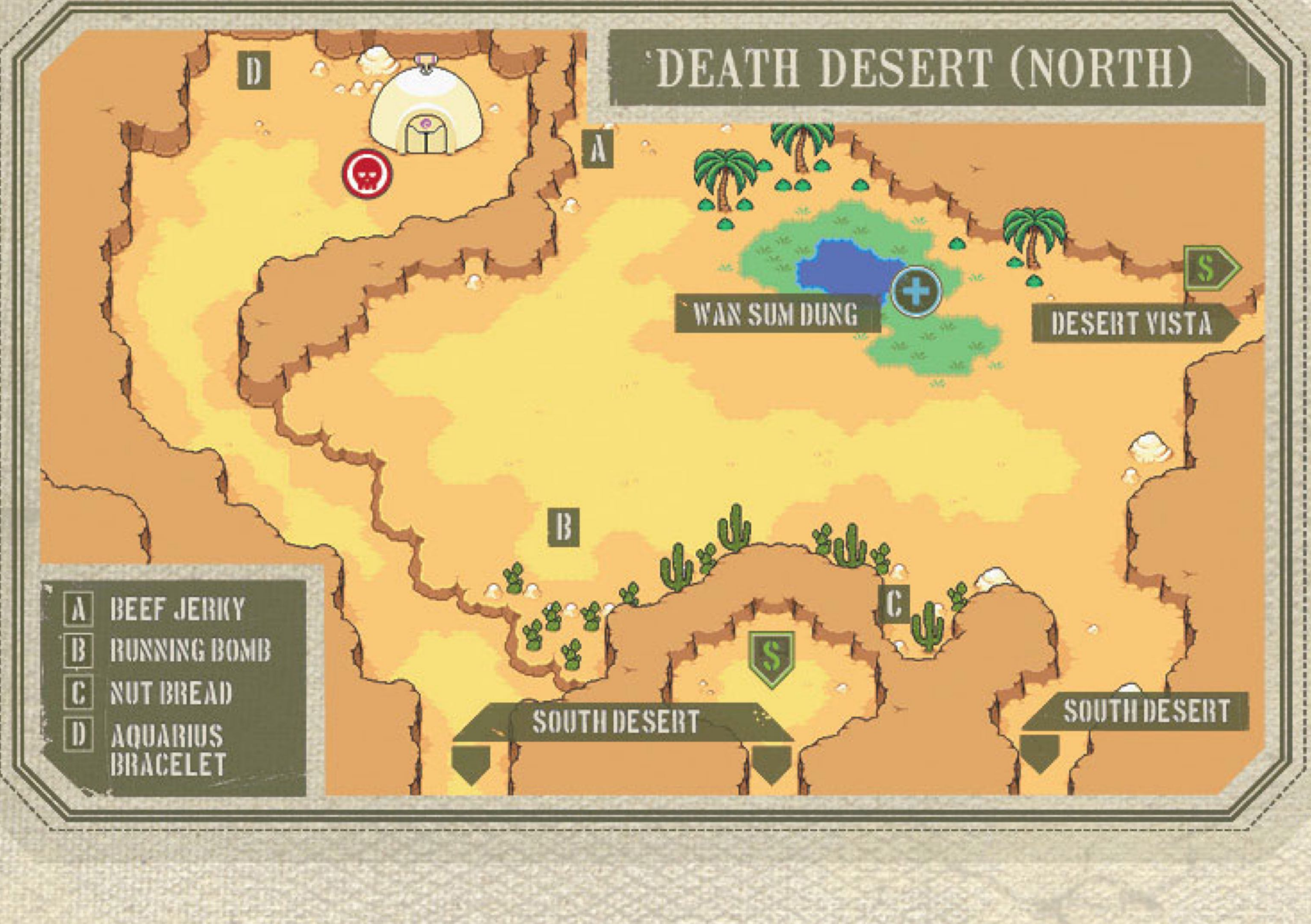
The first save frog in Death Desert is sloshing around inside a barrel just south of the aircraft's landing spot. He'll kindly offer you some words of encouragement along with the option to save your progress.



FOLLOW DIRECTIONS

Your first task is to prove your loyalty to Fassad. He will direct you to move in a certain way by pointing. Follow along by pressing the D-Pad in the corresponding direction. If you press a wrong direction, you'll get zapped until you get it right.




DEATH DESERT (NORTH)
D
A
WAN SUM DUNG
DESERT VISTA
S
B
C
S
SOUTH DESERT
SOUTH DESERT
A BEEF JERKY
B RUNNING BOMB
C NUT BREAD
D AQUARIUS BRACELET

WAN SUM DUNG'S

DUNG EMPORIUM

Are you sick and tired of dung filling up your pockets? Do you wish there was some way to trade your stinky dung for valuable experience points? Wish no more, and come on down to:

DUNG
EXP
XCHNG

Cut out the middleman! Wan Sum Dung is the only beetle around who can tell you what your pieces of dung are worth.

Conveniently located near the corner of Oasis and Palmtree!

Trade your dung for valuable experience points!

REGULAR DUNG	List price: 4.99 EXP, YOUR PRICE: 5 EXP!
EXQUISITELY-AGED	List price: 9.99 EXP, YOUR PRICE: 10 EXP!
LEGNEDARY DUNG	List price: 49.99 EXP, YOUR PRICE: 50 EXP!!

A GUIDE TO BRAWN AND TECHNIQUES

FIGHTING STYLE

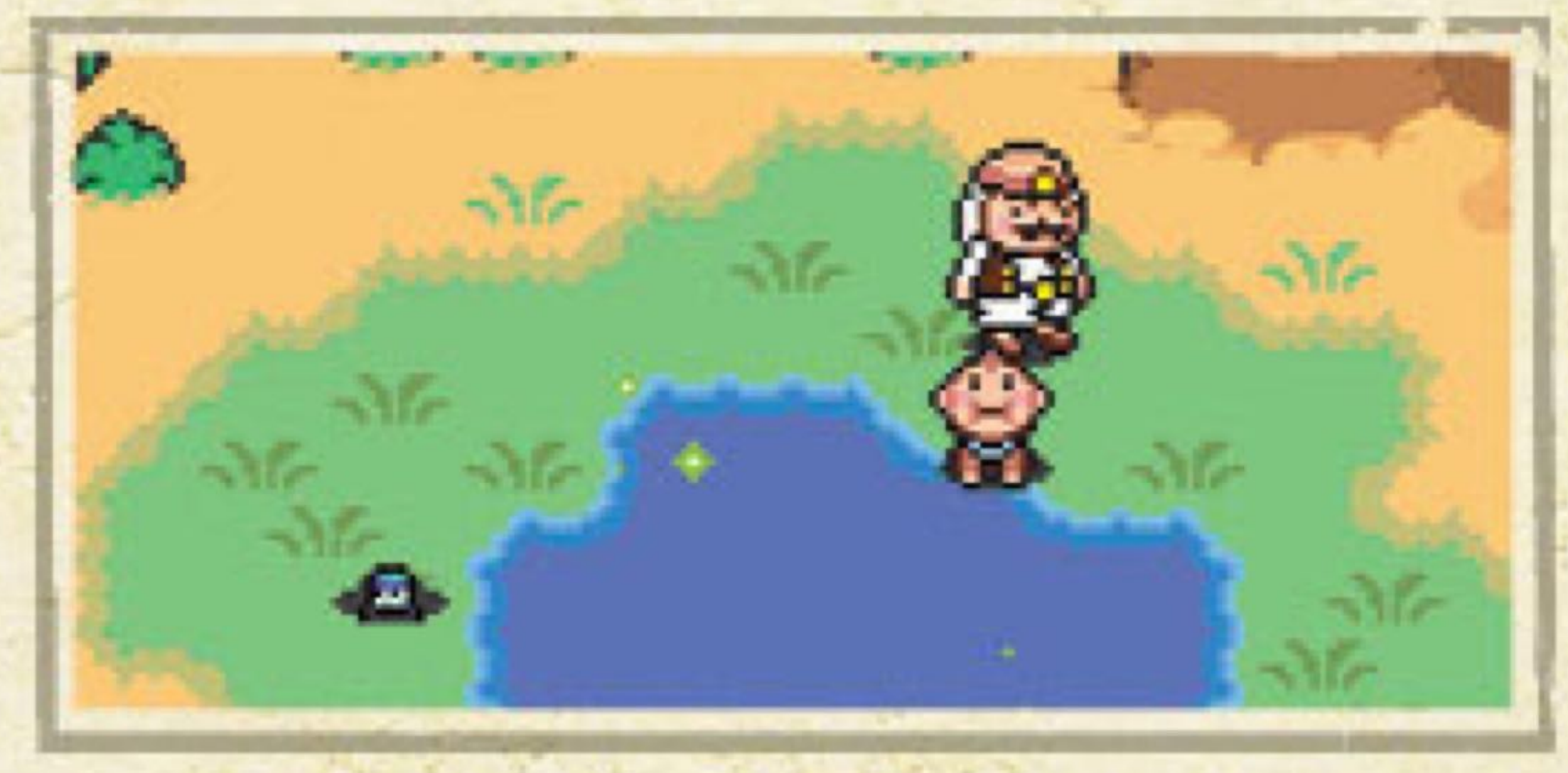
SALSA

Salsa is not the toughest of fighters, but he is quick on his feet and attacks early every round. Fassad will do most of the damage early on, but after gaining a few levels Salsa really begins to pack a punch.

APOLOGIZE	Tell the enemy you're sorry and you'll sometimes stop them in their tracks, making them lose a few turns. The chance of success for Apologize varies for each enemy.
MAKE LAUGH	Make your enemy laugh so hard they lose a few turns. Like Apologize, the chances of this working on an enemy vary.
DANCE	Dance the round away to raise the offense, defense, or speed of a randomly selected member of your party. You also have a chance of lowering an enemy's stats. Dancing is Salsa's specialty!
MONKEY MIMIC	You don't have to put up with an enemy onslaught. Give them a taste of their own medicine by using their own attacks against them. You'll retaliate with the same strength the enemy used against you. This is especially useful against multiple foes.

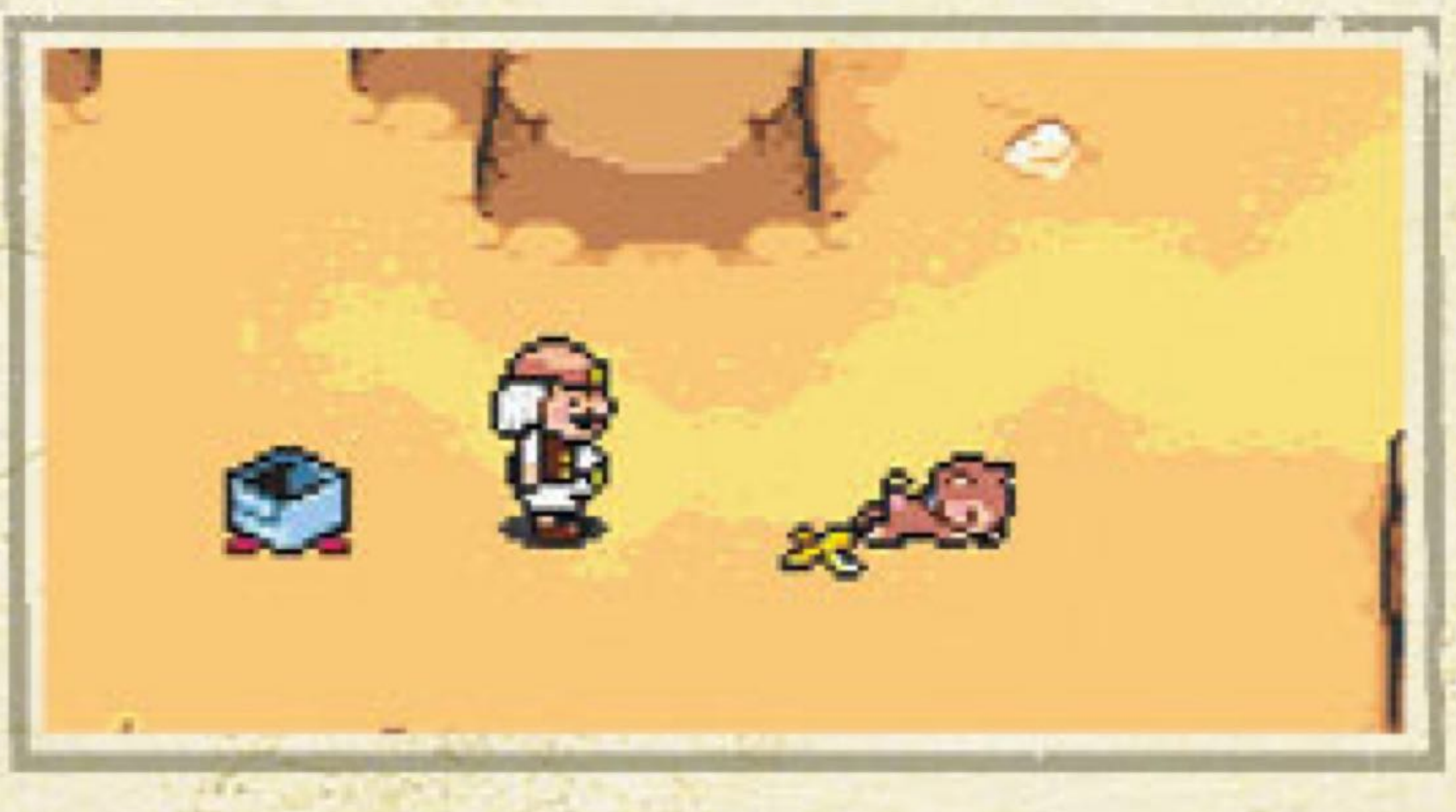
HOT SPRINGS? COOL OASIS!

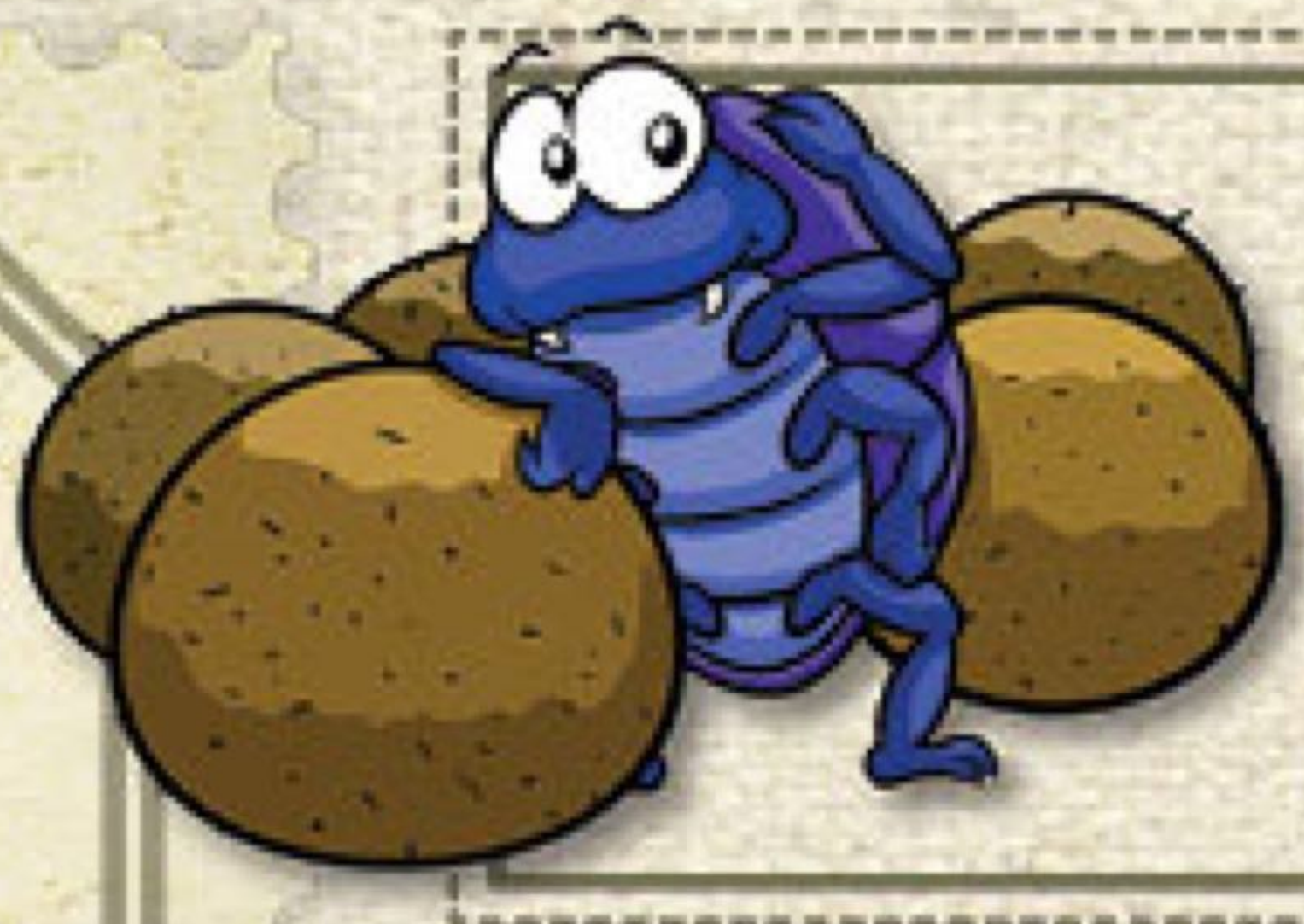
The arid Death Desert is not a great place for hot springs, but luckily there's an oasis for the weary traveler. It will be clear and sparkling the first time you approach it, but once you start trading dung the water will carry a dung-like odor. No worries, though–the pond will still replenish your HP.



OH, BANANAS!

When you open your first gift box, you'll find Salsa's favorite food: a Luxury Banana! You won't get a chance to savor its sweet flavor, because Fassad quickly snatches it from you, gobbles it up, and discards the peel on the ground. If you dash over it, poor Salsa will fall face first into the sand.



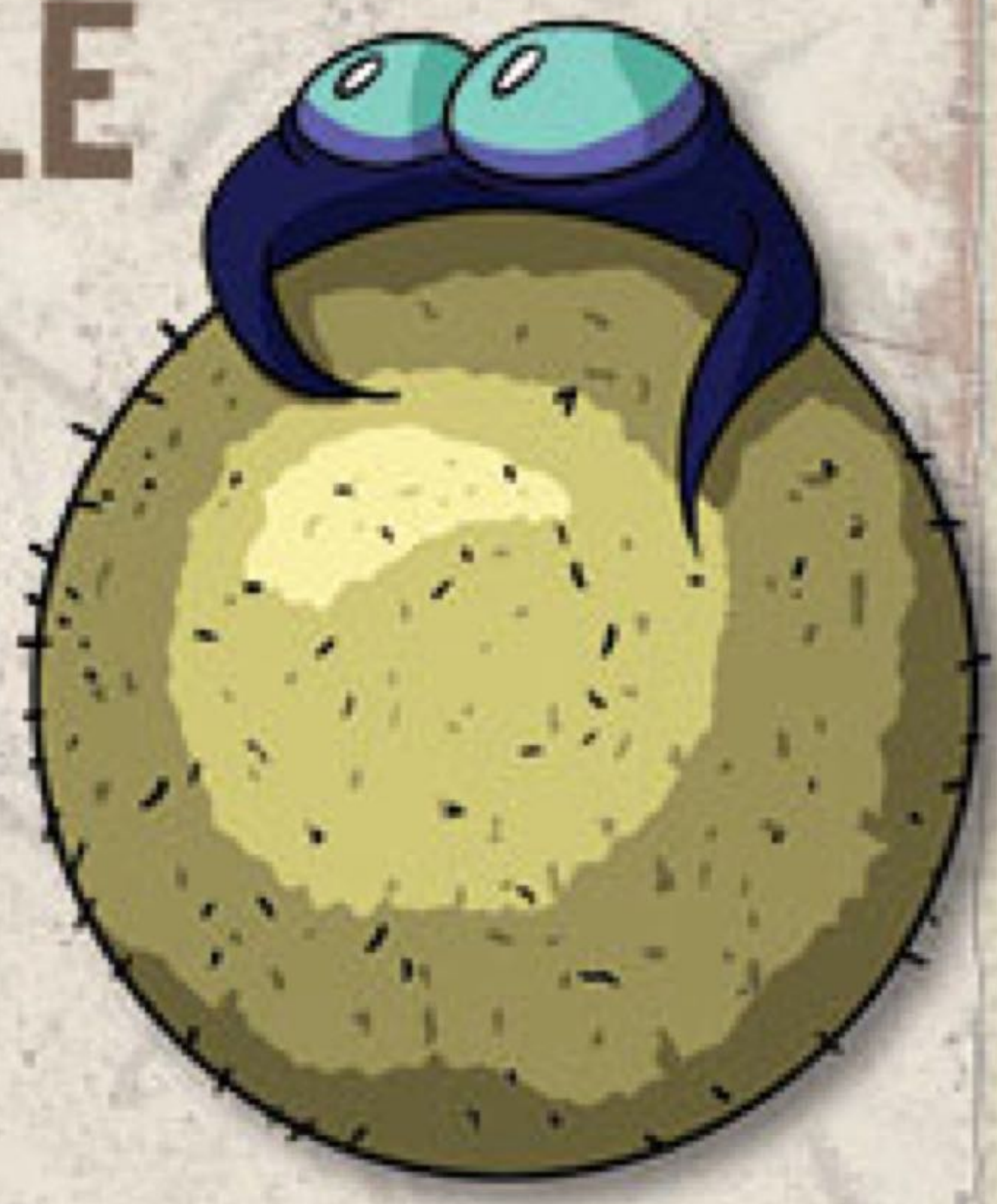


WAN SUM DUNG

A shrewd insectpreneur in the waste management field.

ENEMIES

DUNG BEETLE

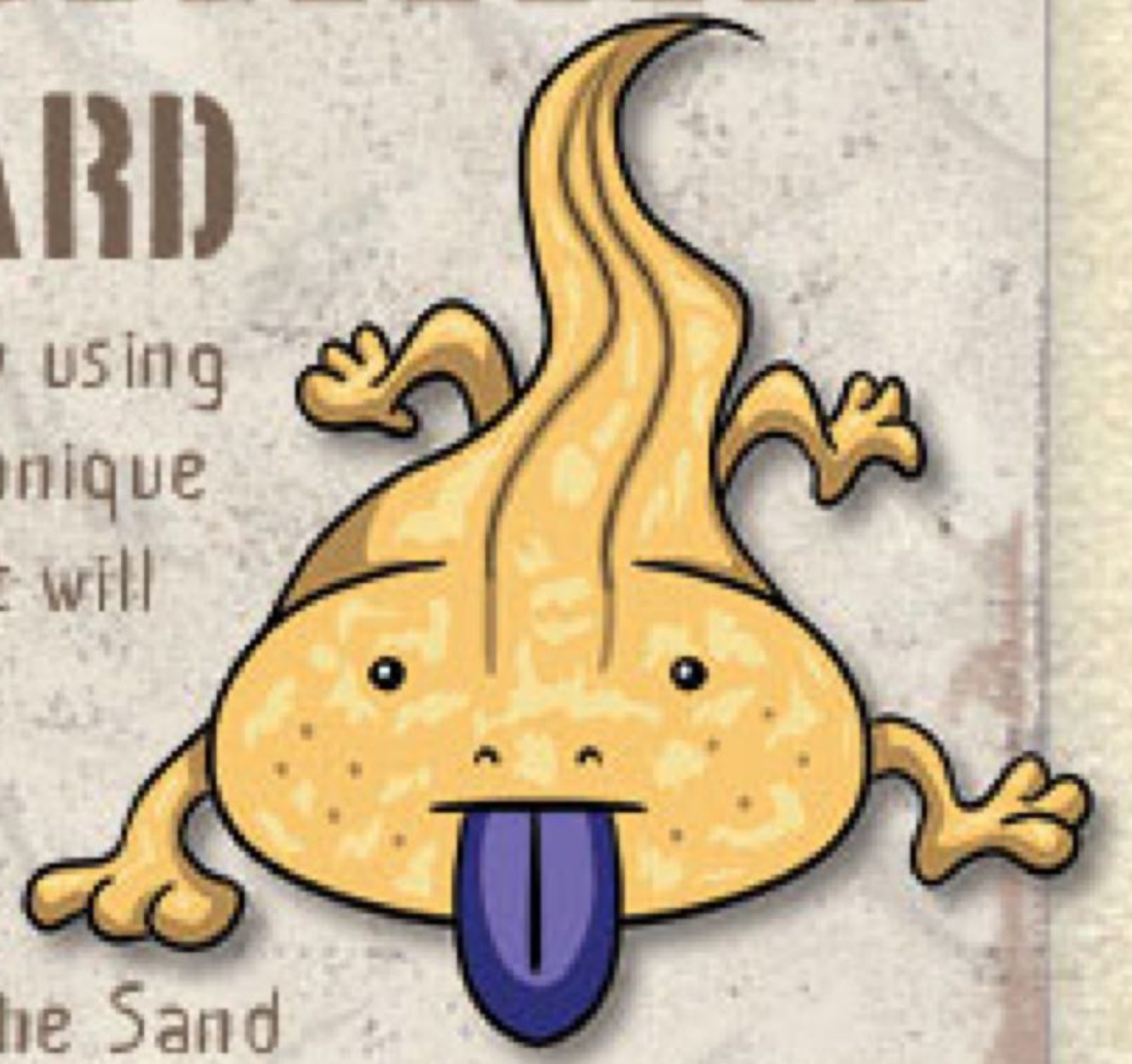


It's easy to sneak up on a Dung Beetle because it will be too preoccupied diligently rolling its dung around. You won't gain much experience, but if you're "lucky" you'll get to keep the dung...

Dung (60%)

HP: 43 | OFF: 15 / DEF: 2 | EXP: 2

SAND LIZARD

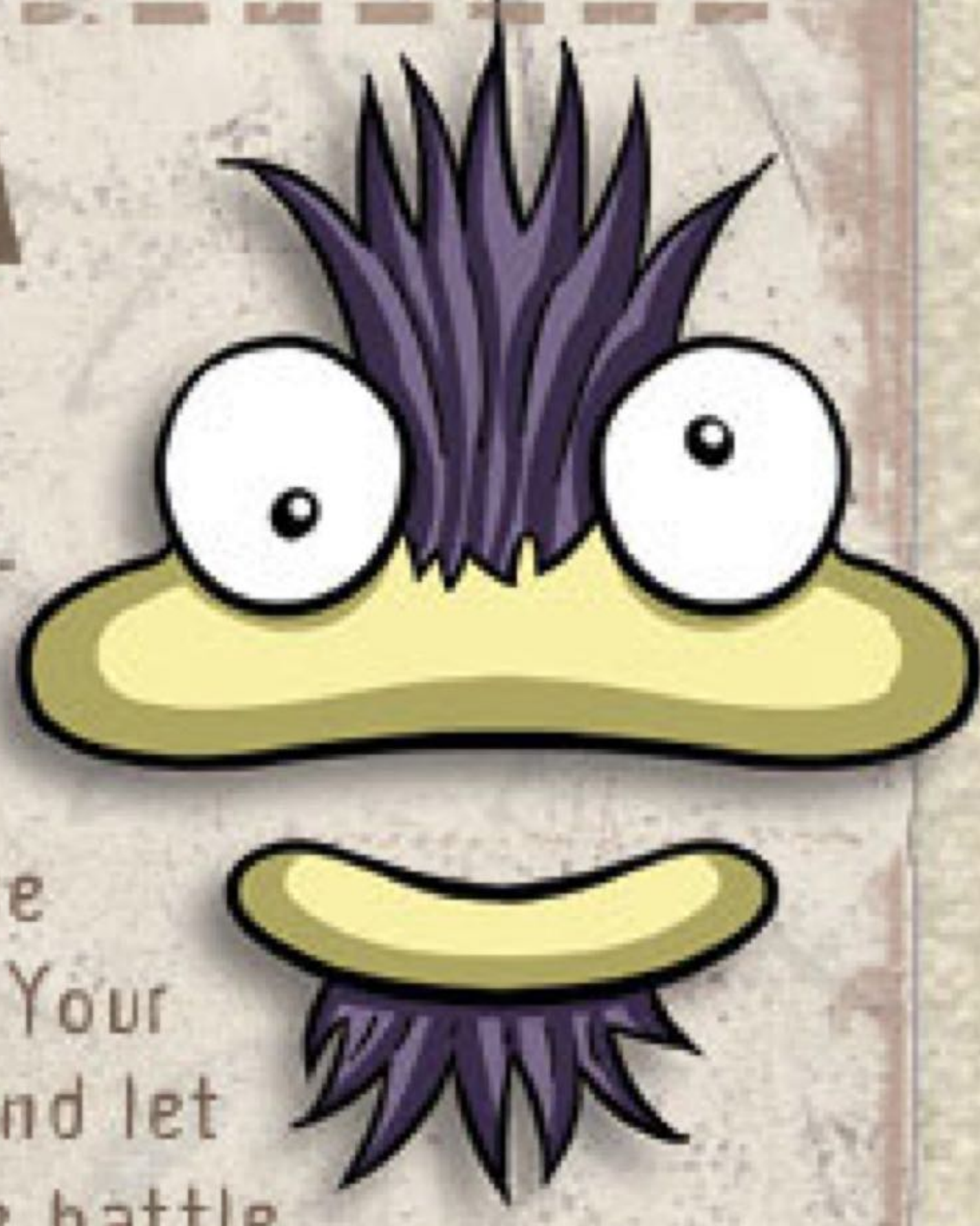


Prevent its attacks by using your Make Laugh technique with 100% accuracy! It will eat any Dung Beetles that may enter the same battle with it, so focus on fighting the Sand Lizard if you encounter multiple foes.

Nut Bread (50%)

HP: 76 | OFF: 19 / DEF: 6 | EXP: 10

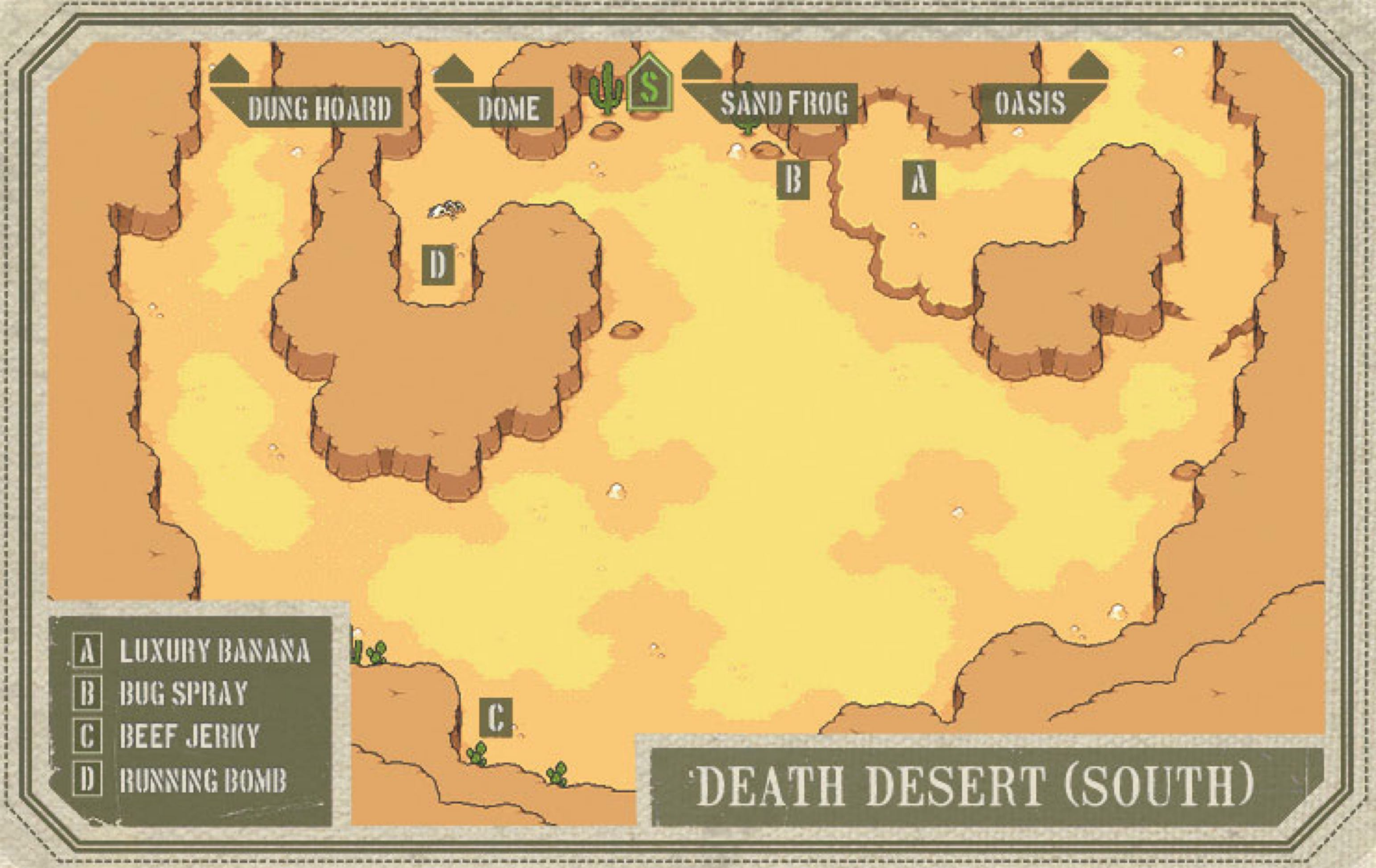
SARA-SARA SAHARA



Be careful of its status-affecting attacks. It will make you feel strange, which can cause you to attack yourself. Your best bet is to defend and let Fassad take care of the battle.

Ancient Banana (15%)

HP: 88 | OFF: 26 / DEF: 4 | EXP: 15


DUNG HOARD
DOME
S
SAND FROG
OASIS
B
A
D
C
A LUXURY BANANA
B BUG SPRAY
C BEEF JERKY
D RUNNING BOMB
DEATH DESERT (SOUTH)

Save Your Saver!

Up until now, all of the friendly frogs you've met have been faithfully saving your progress. It's time to return the favor by saving a dizzy frog swirling inside a Great Antlion's trap. This Great Antlion is practically identical to the others, except this one drops a useful piece of equipment: the Flea Charm. Salsa's regular attacks are useless, so try to make the Great Antlion laugh and let Fassad handle him. For an easy out, use the can of Bug Spray you found on the way in.

WHAT A LOAD OF CRAP!

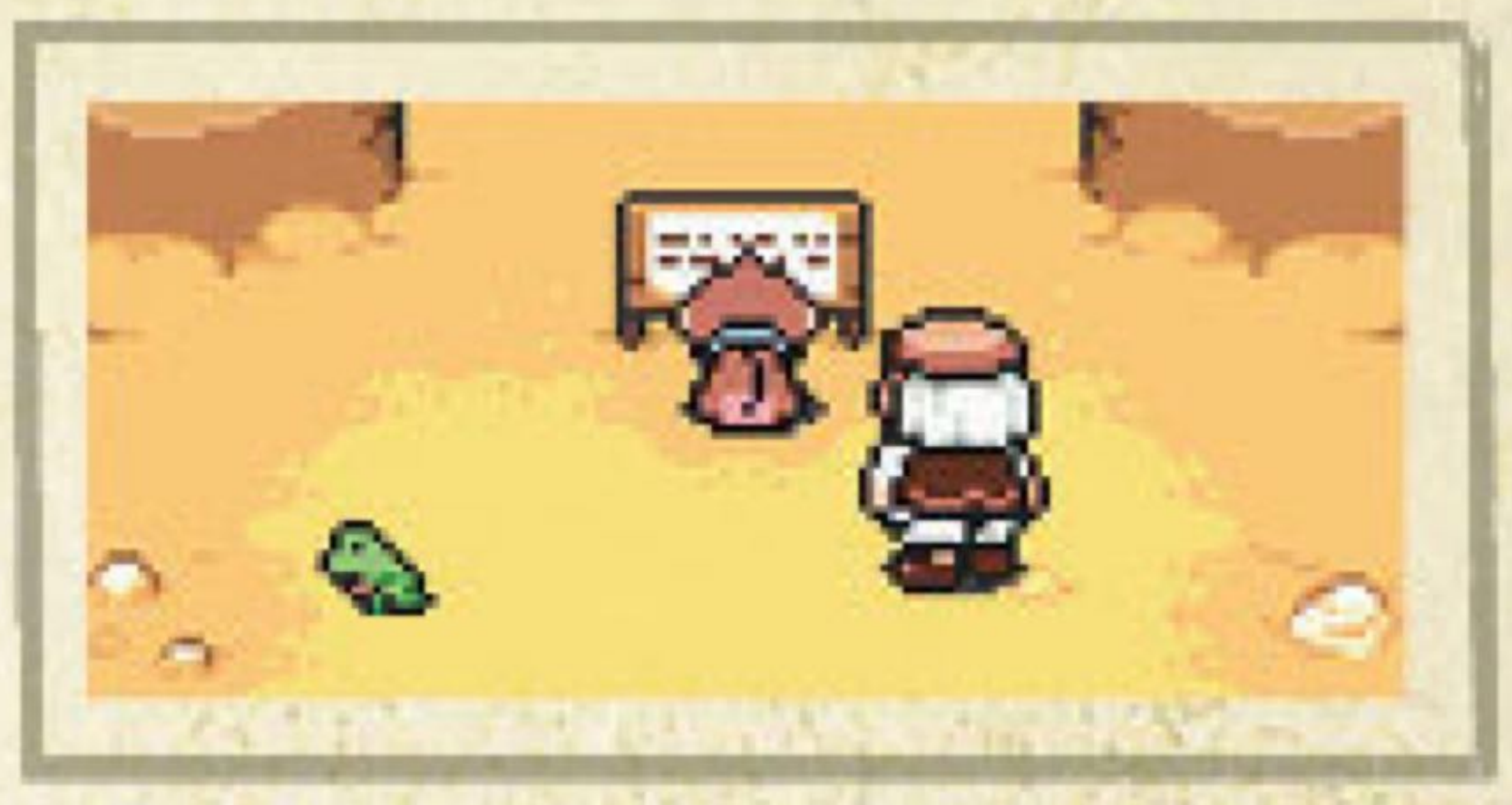
Nestled in a nook on the western edge of Death Desert is a stockpile of dung. Take a deep breath and carry as much as you can to Wan Sum Dung near the oasis for an Exp. boost. The area replenishes its supply once you leave.

We Are Proud to Present...

The only thing to do in the southern section of Death Desert is collect the many gift boxes scattered across the dunes. Once you're done with that, follow the dried cattle skeleton to the exit.

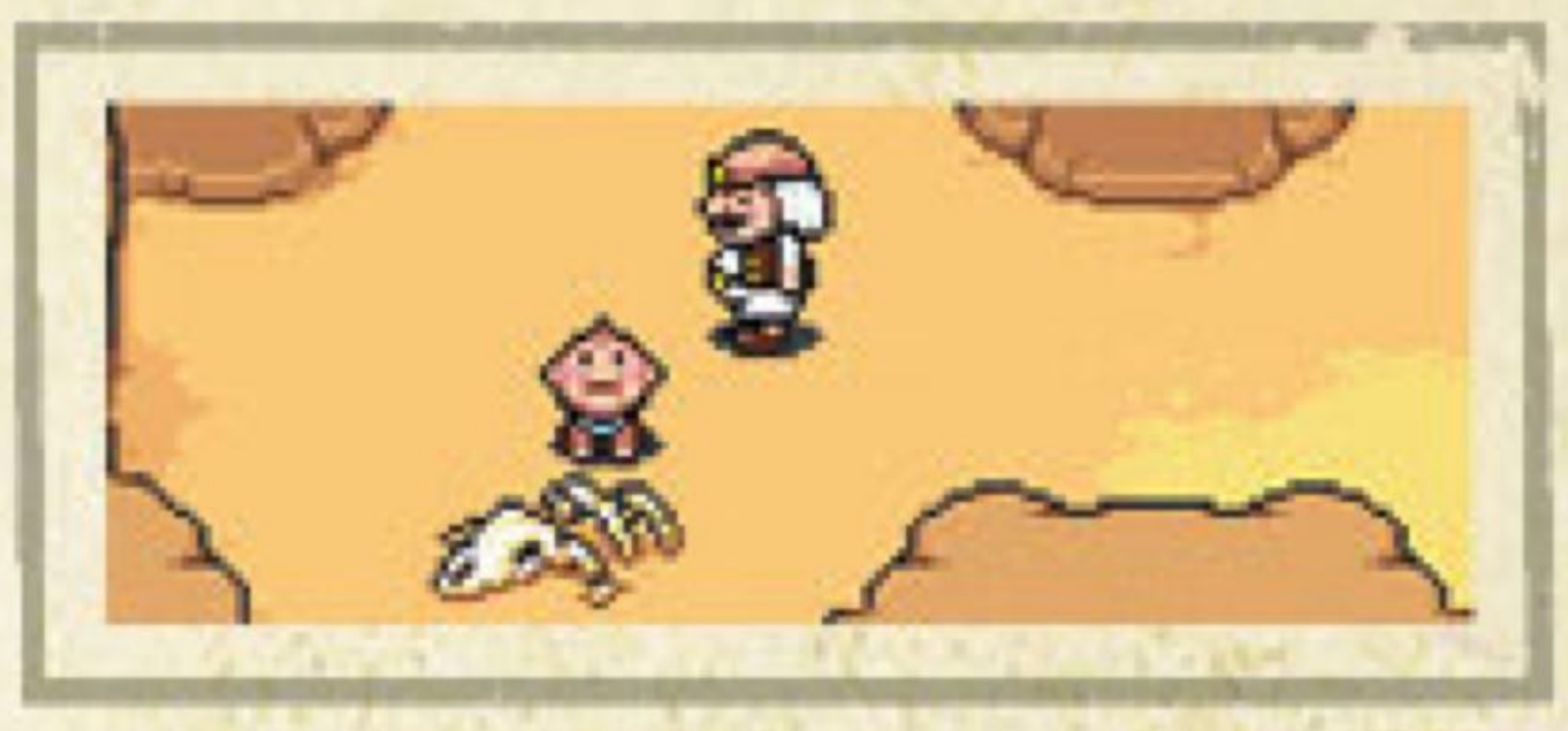
BIOLOGY LESSON

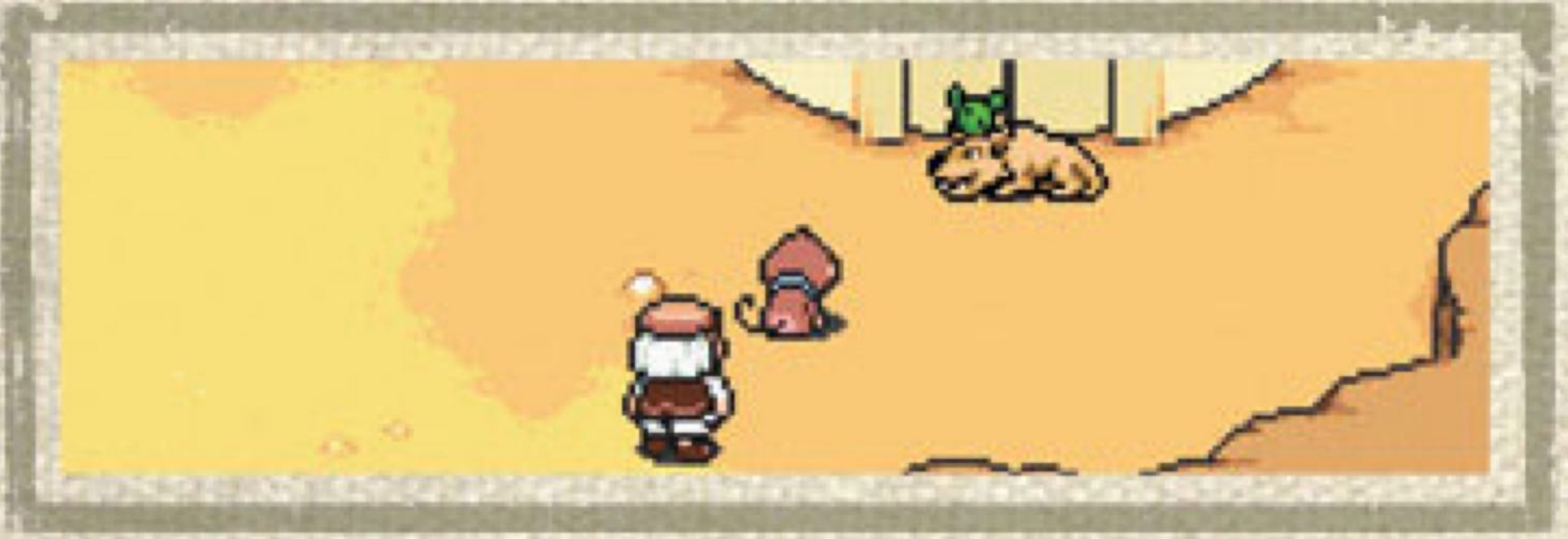
Just above the frog in need of help is a sign with some interesting information. You'll learn a thing or two about frogs in the desert.



HOW NOW DEAD COW?

Dead men may tell no tales, but dead cows don't mind a friendly chat. These bones recall the quiet life they once lived.





BRACE YOURSELF!

Before approaching the creature guarding the domed building, be sure to grab the Aquarius Bracelet in the gift box to the northwest. It will give you a 5-point boost to your defense. Make sure you also equip the Flea Charm dropped by the Great Antlion–it's a very beneficial upgrade for a low-level monkey.

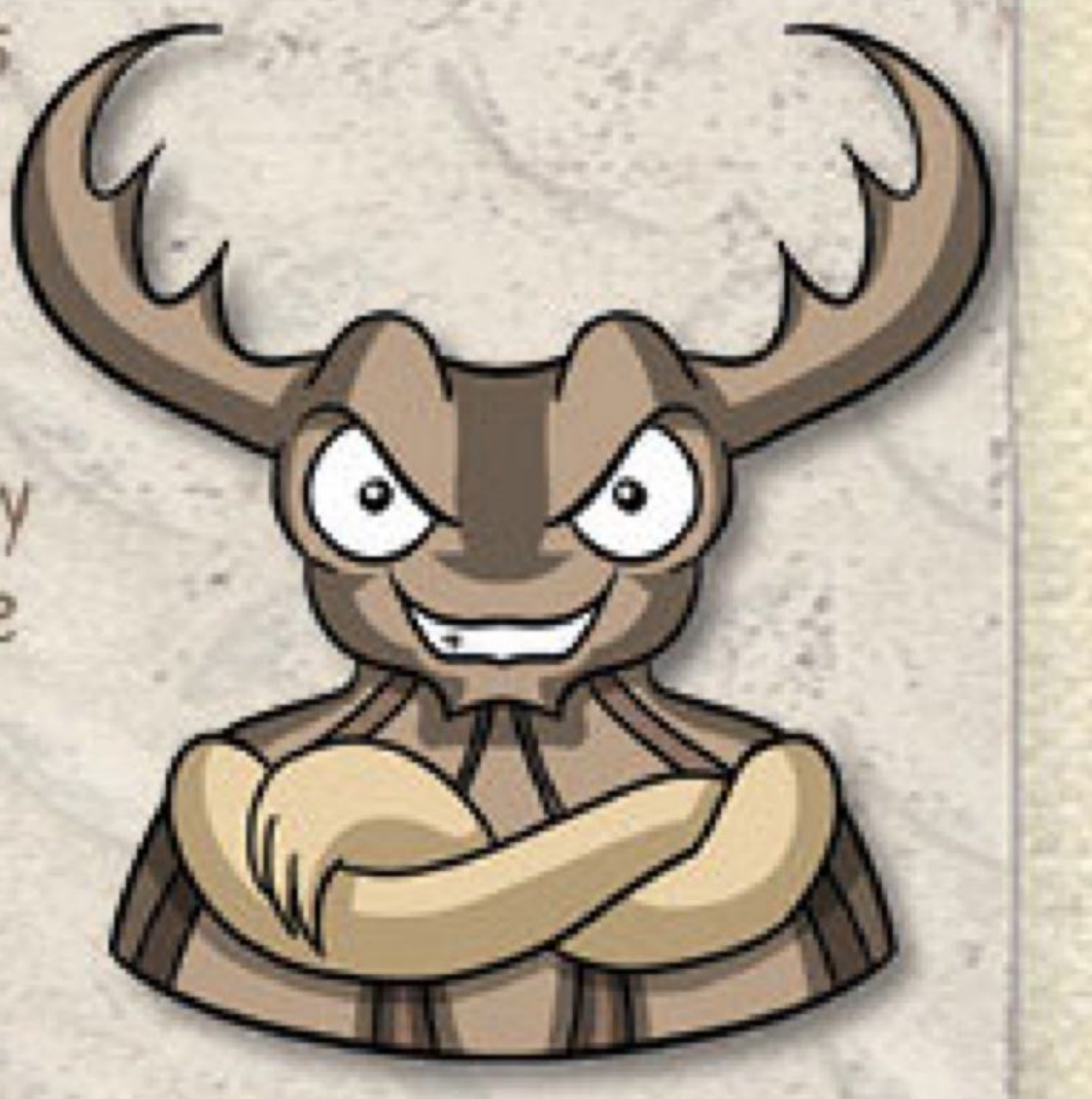
>> MINI BOSS <<

CACTIED UP

Tougher than any enemy up to this point, the Cactus Wolf has four times the HP of the Great Antlion and higher stats to boot. If you still have any bombs, use them! While this wolf doesn't have any status-affecting skills, it's got some pretty tough attacks. Apologize and Make Laugh are pretty useless, so use Monkey Mimic once you're bombless.

ENEMIES

GREAT ANTLION



When a sand trap starts whirling in the desert, an antlion is lurking at its core. They can cause you to cry uncontrollably or lose a turn. Either use Monkey Mimic to inflict the most damage, or defend and let Fassad take care of the fight.

Beef Jerky (10%) SAVE FROG: Flea Charm (100%)

HP: 121 | OFF: 41 / DEF: 15 | EXP: 27

CACTUS WOLF

This prickly scavenger is one that doesn't sit for strangers. Make sure to use your monkey mimic, bomb the beast, and let Fassad do the dirty work. If all goes well, it'll run off with its tail between its legs.

Beef Jerky (100%)

HP: 468 | OFF: 43 / DEF: 20 | EXP: 143

FASSAD'S FACULTIES

FASSAD COMMANDS A WIDE ARRAY OF BATTLE CAPABILITIES, BOTH GOOD AND BAD, FOR BETTER AND WORSE.

PLACE A FINGER ON THE PUNISHIZER BUTTON	No effect.
SWITCH ON THE PUNISHIZER	Removes confusion & deals 1 HP damage to Salsa.
ATTACK	Standard attack, not bad for a big guy.
BUM RUSH	Fairly powerful special attack.
THROW A BOMB	Super-powerful bomb attack!
PEELING A BANANA	No effect.
HIDE IN SALSA'S SHADOW	Comedic effect only.

CLASSIFIED INFO
P-KORP

PORK BEAN HOVERPOD

SPEED & LUXURY!

There's no need to hoof it over long distances thanks to the mobile Pork Bean, the latest in luxury transport! Featuring patent leather seats and a powerful Pork-Grind Drive, this futuristic vehicle handles like a dream.

SINGLE ENTRY

Entering the Pork Bean is easy thanks to the automatic south-facing side door.

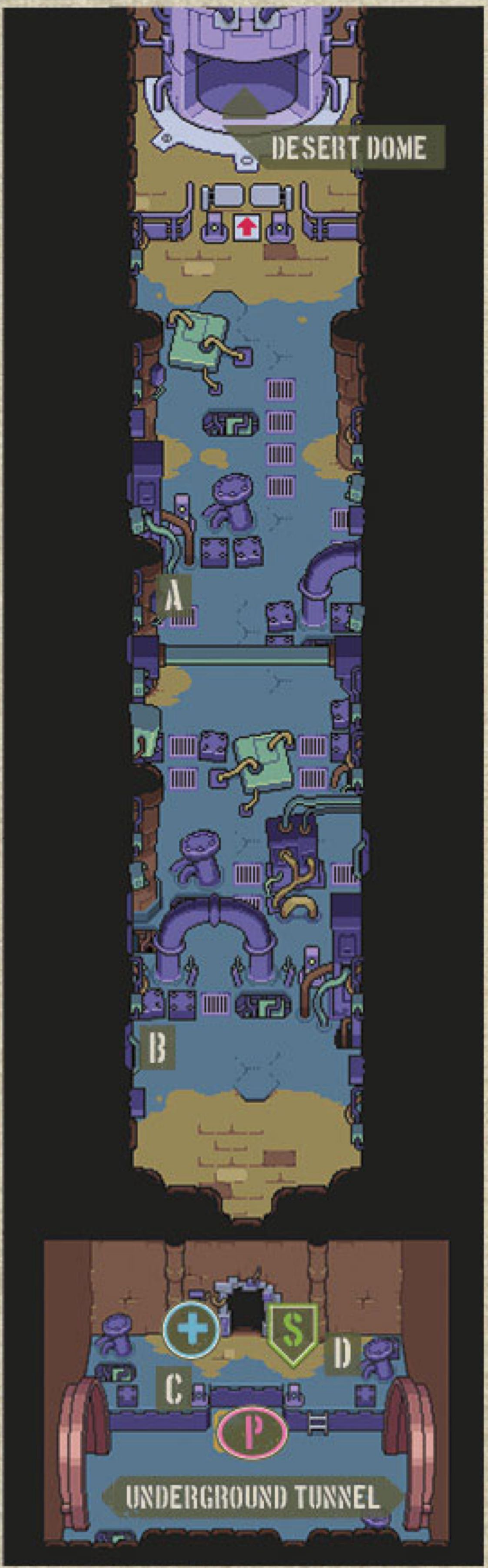
ONE-BUTTON OPERATION

No pedals, no levers, nothing but a single button for the Pork Bean's single speed. Just point in the direction you want to move and take off!

BRAKES

Press B once to brake and a second time to get out anywhere there's room to open the door.

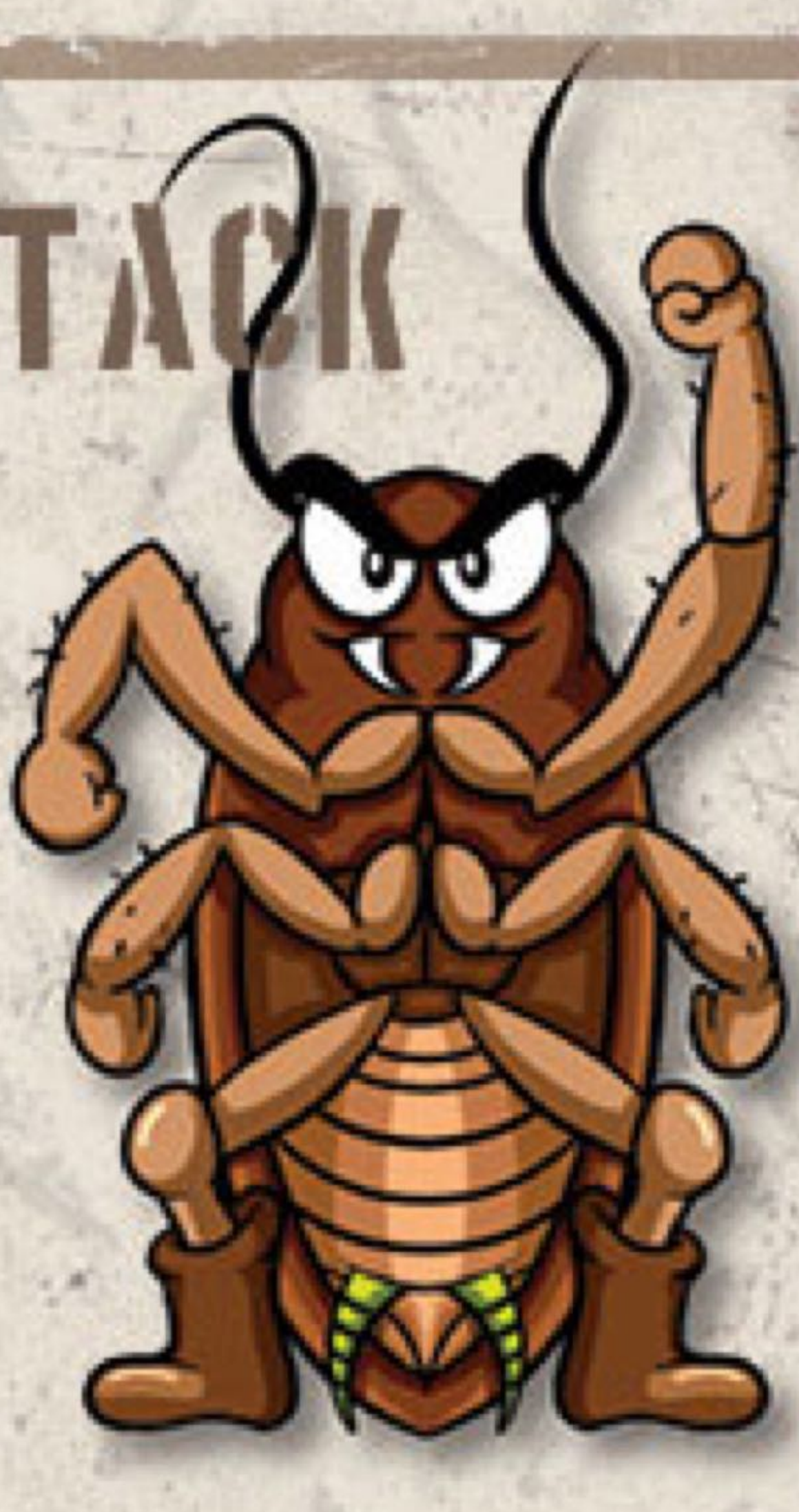
UNDERGROUND PASSAGE



- A BUG SPRAY
- B UNDERGROUND MAP
- C BEEF JERKY
- D ANCIENT BANANA

ENEMIES

VIOLENT ATTACK ROACH

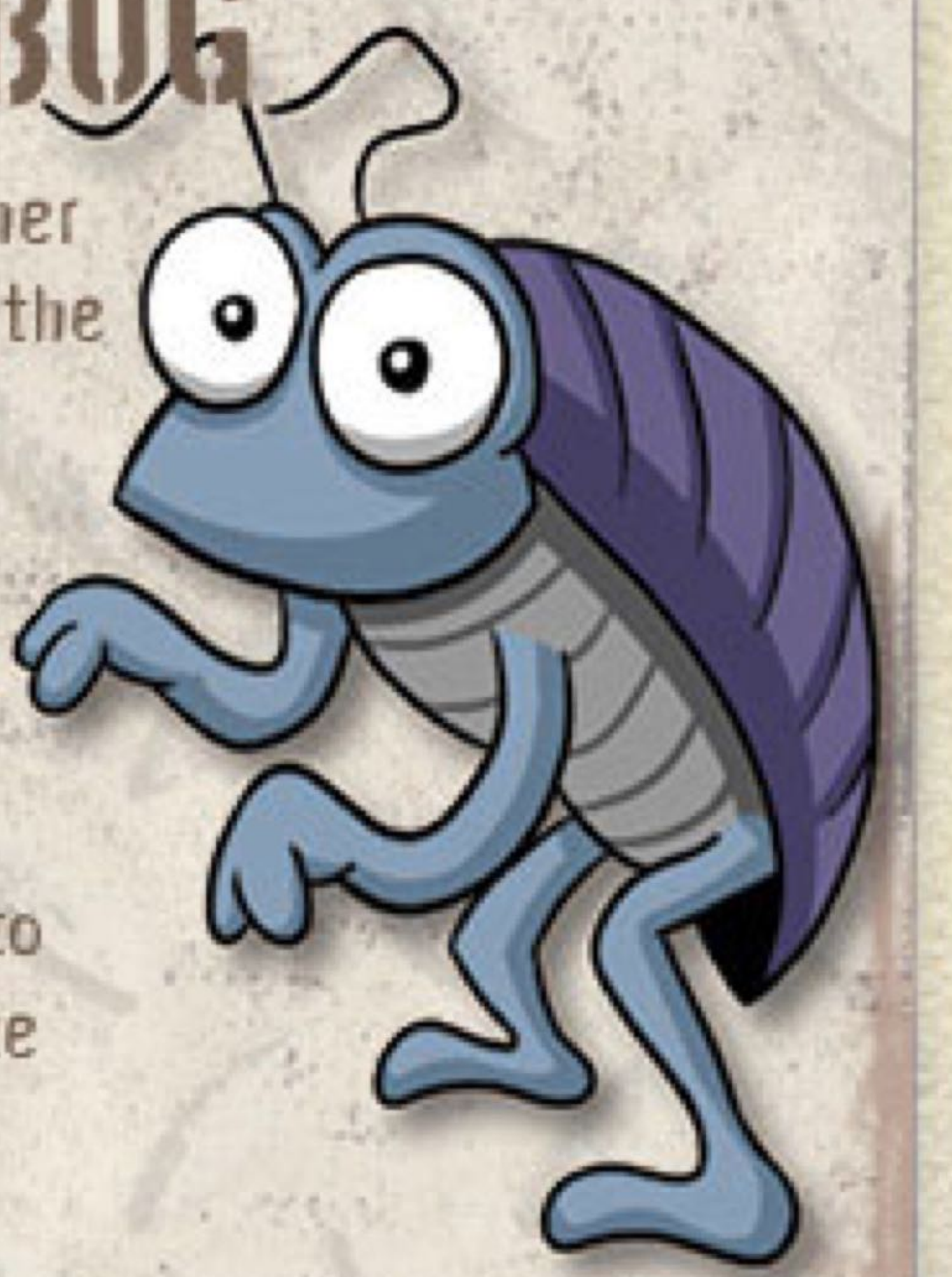


This familiar foe's tiny stature gives it the upper hand at catching you off guard. It has surprisingly high offense, so try Make Laugh or a can of Bug Spray if you don't think you're going to make it.

Nut Bread (10%)

HP: 88 | OFF: 55 / DEF: 11 | EXP: 40

HUGE PILLBUG

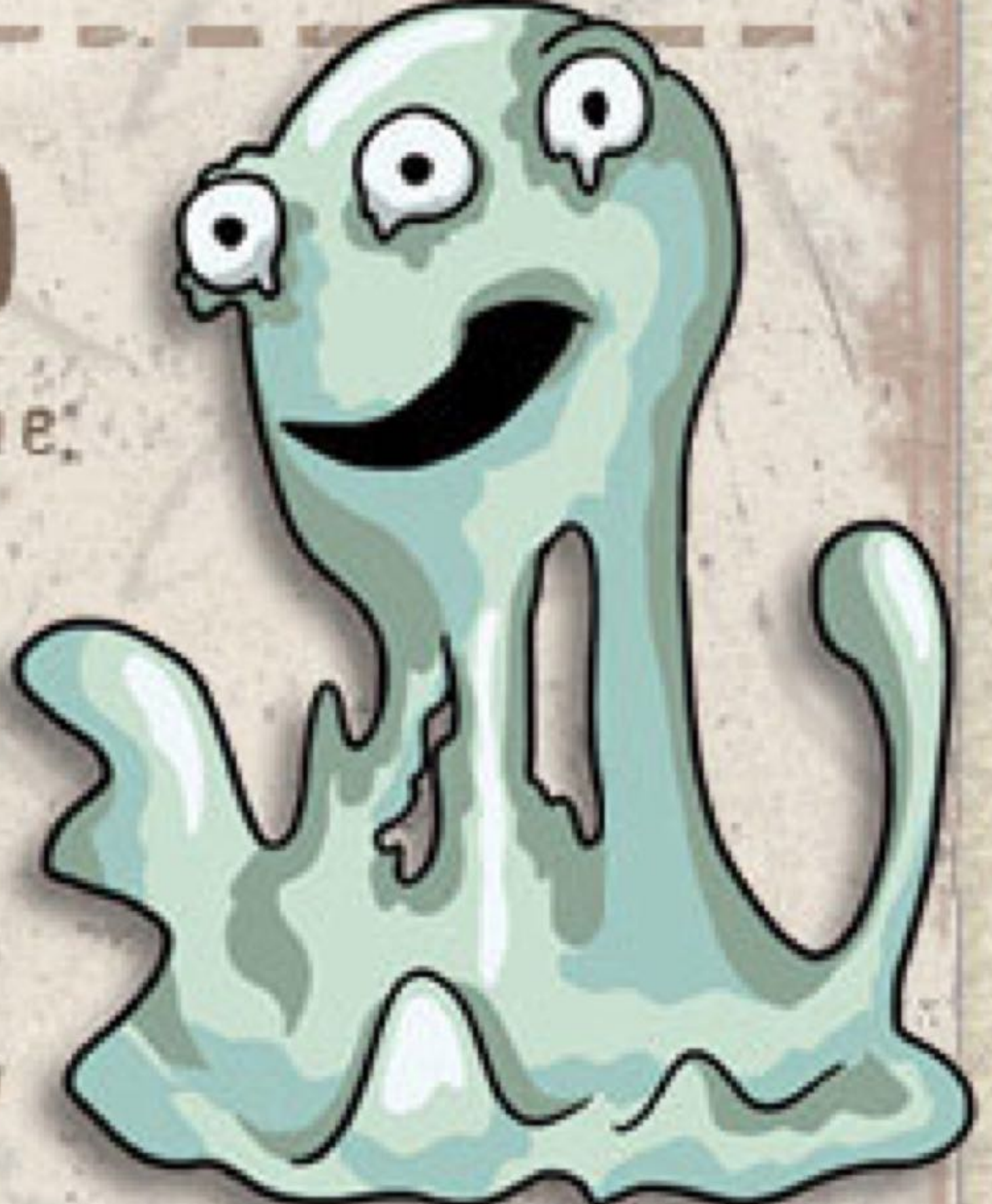


Avoid this guy altogether by running it over with the Pork Bean. If you approach one, it will roll up into a ball. Just press A next to it to initiate battle. HUGE Pillbugs are very easy to take out and give a nice amount of EXP.

Nut Bread (30%)

HP: 60 | OFF: 35 / DEF: 20 | EXP: 30

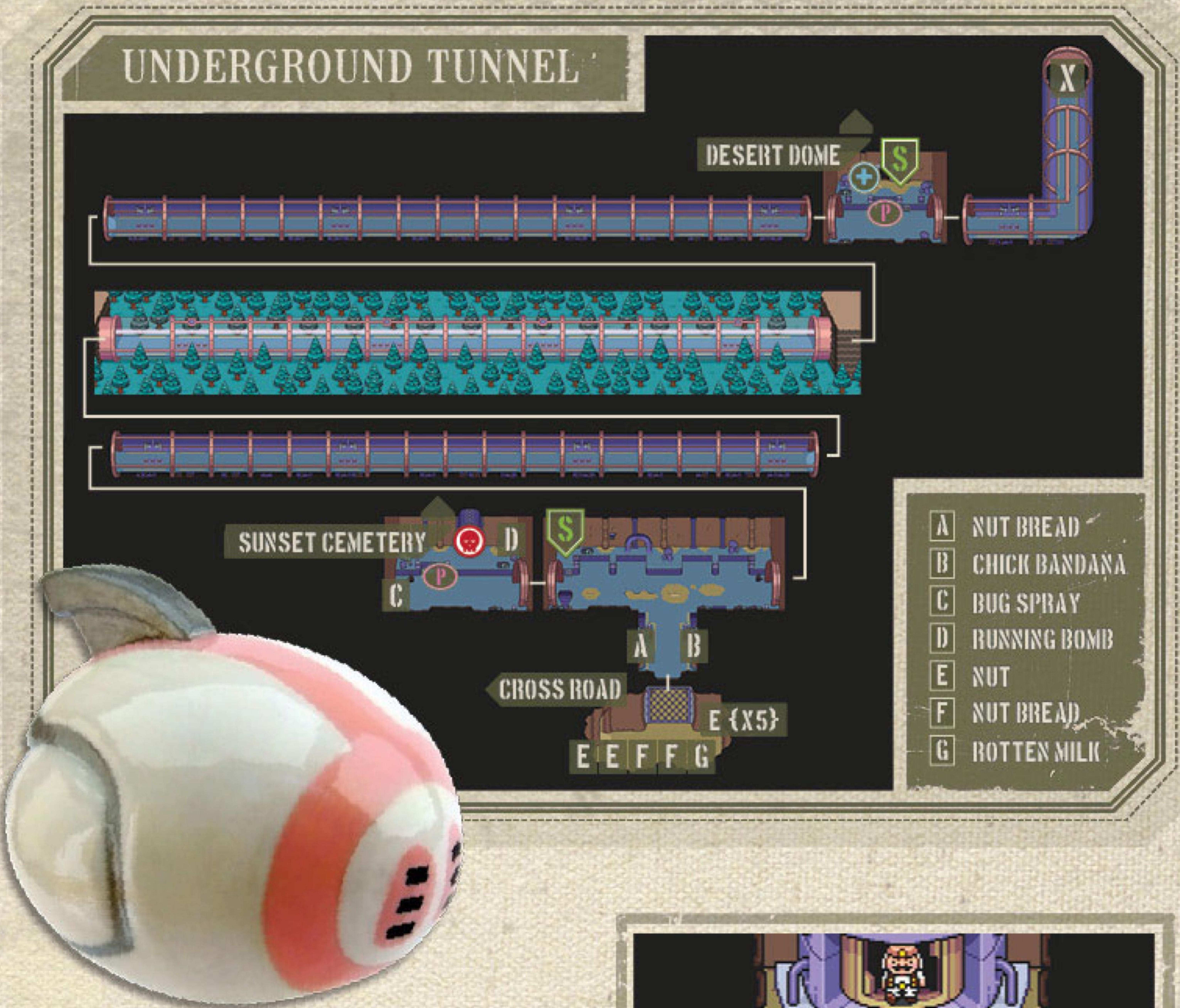
GOOEY GOO



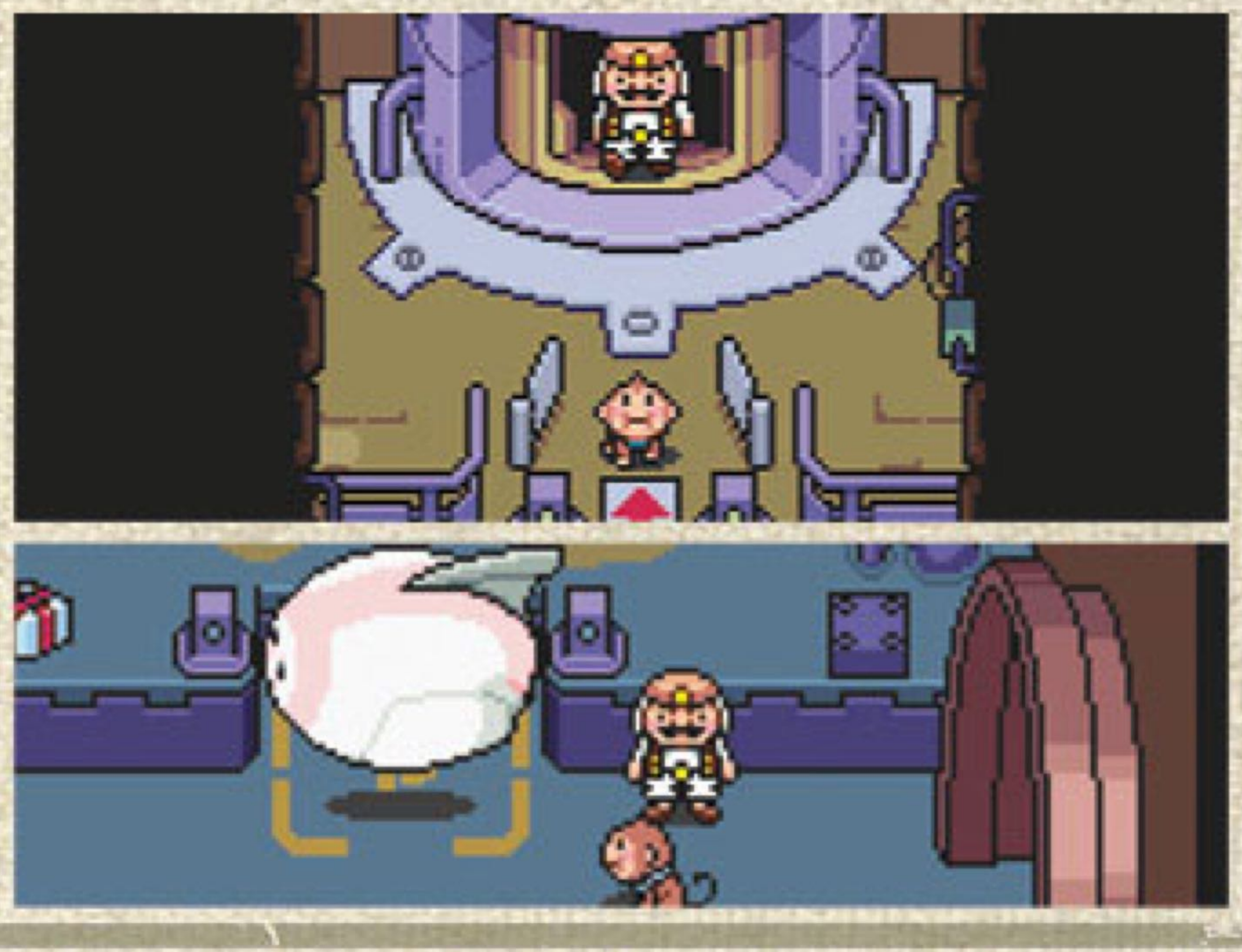
You'll face not just one, but three of these creatures at once–a perfect opportunity for a Running Bomb. Incidentally, you'll find one in the nearby gift box. Use Make Laugh and let Fassad take care of the fighting. If you can kill off all but one and allow it to continue cloning, you can rack up a mountain of Exp.

Mosquito Charm (100%)

HP: 92 | OFF: 35 / DEF: 12 | EXP: 82



A	NUT BREAD
B	CHICK BANDANA
C	BUG SPRAY
D	RUNNING BOMB
E	NUT
F	NUT BREAD
G	ROTTEN MILK



FAREWELL, DEATH DESERT

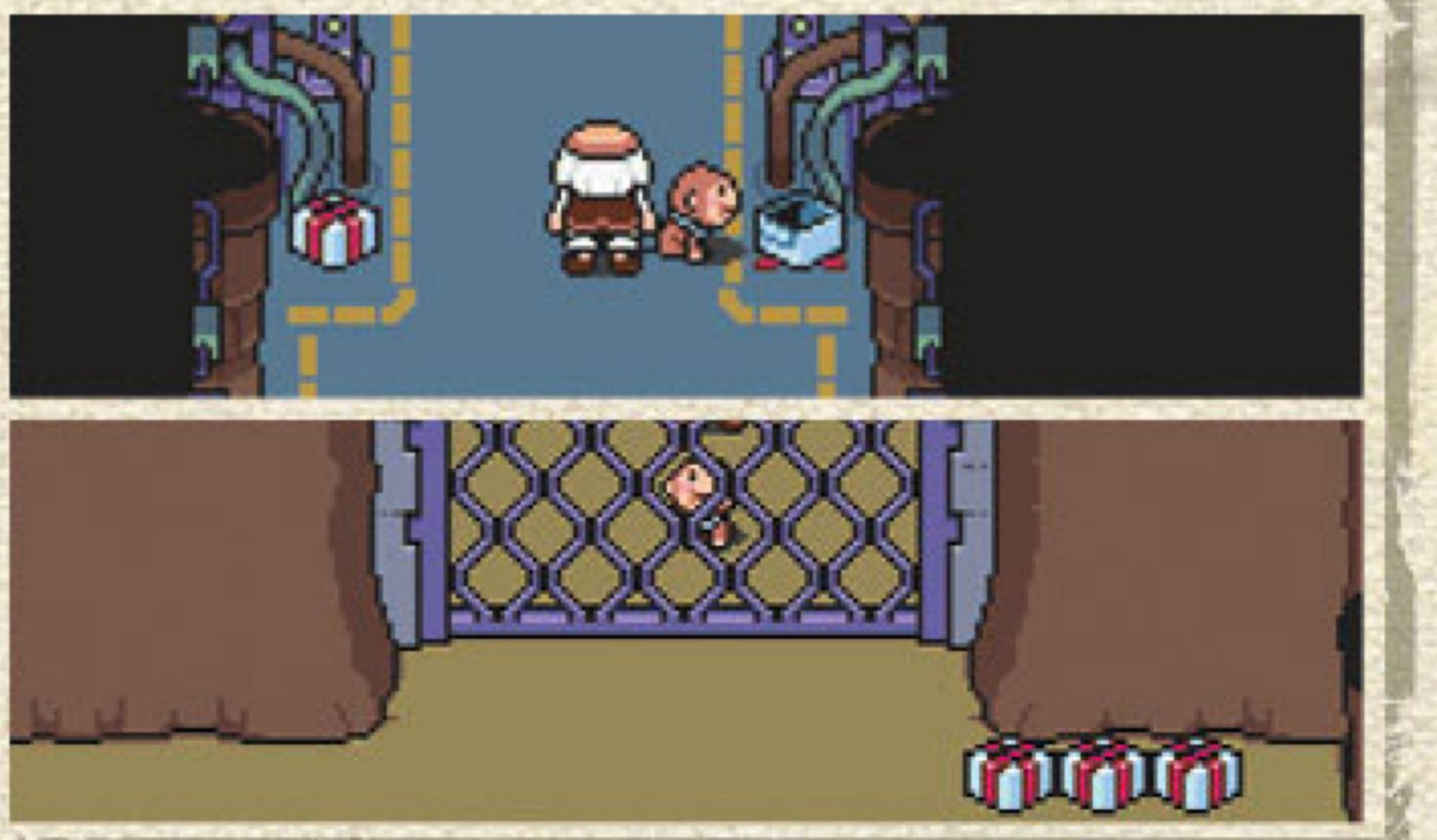
If you have any leftover dung, now is your last chance to bring it to Wan Sum Dung. When you're ready, approach the door of the domed building and press A to get Fassad to unlock it. Inside, an elevator will take you down to the Candrum Underpass where a Pork Bean is waiting to take you away. If you need to heal, use the Instant Revitalization Device to the left of the Pork Bean loading area.

THE UNDERGROUND

The path to the east is a dead end, so hop aboard the Pork Bean and head west. While riding the Pork Bean you'll trample any enemies in your path, but if you need some experience, exit the vehicle and fight! Keep heading west through three long tunnels until you reach the Pork Bean parking space.

A CHIC BANDANA

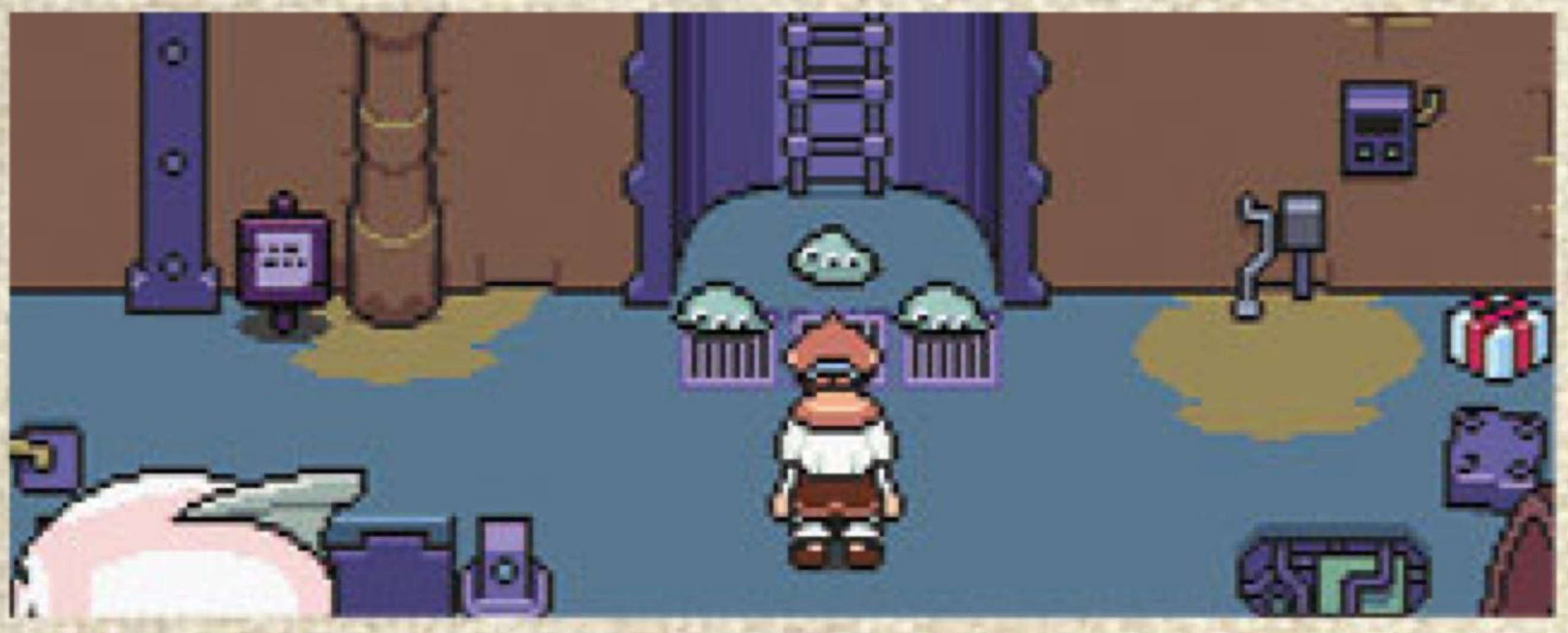
You can find some Bug Spray and a Running Bomb near your parking space. In the previous room with the tanks, you'll discover some Nut Bread, but more importantly you'll find a Chick Bandana for Salsa. A tempting stash of gift boxes lies just to the south, out of reach for the time being. Be sure to save your game before heading off to the next mini-boss fight near the escape ladder!



CAUTION!

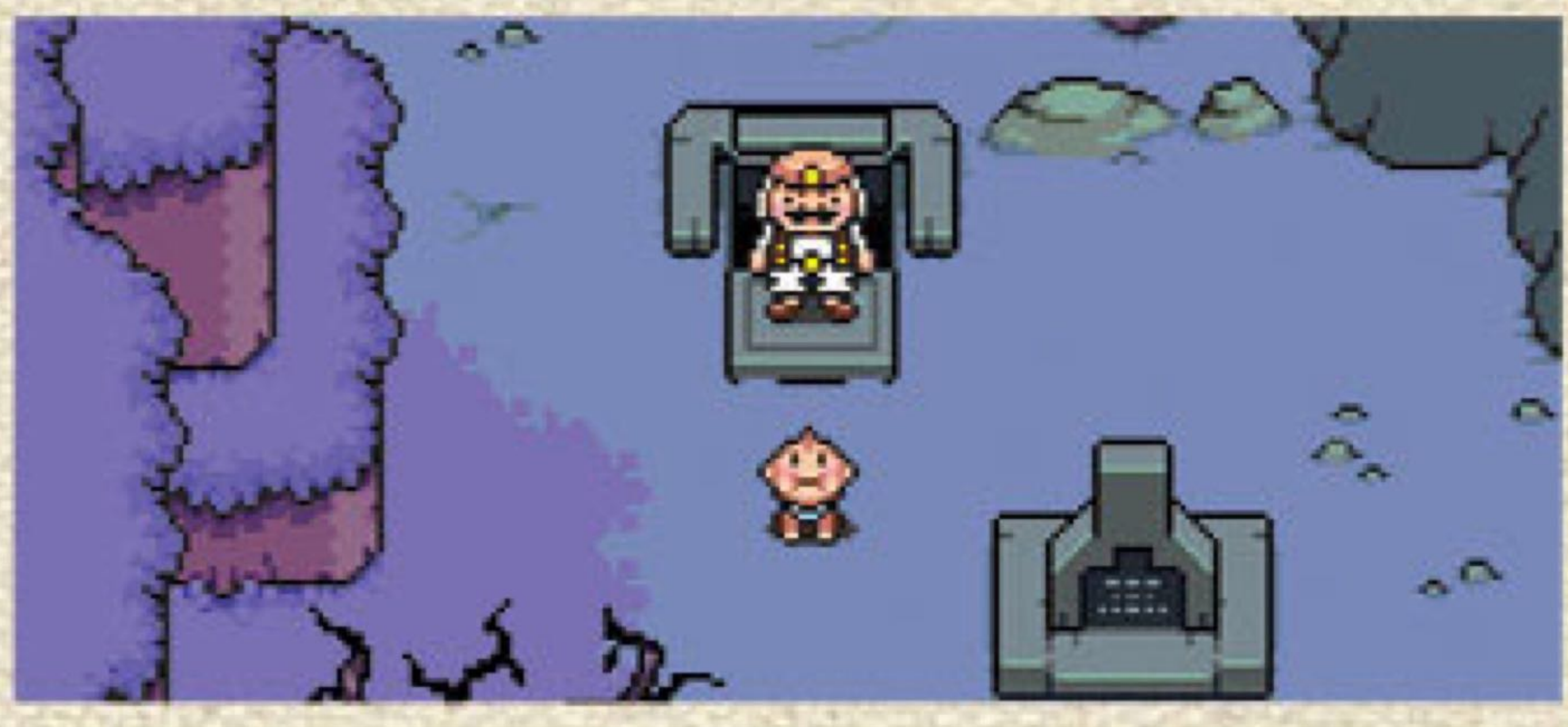
The signs insist that bomb-throwing is unacceptable, but some rules were made to be broken or blown up. Bomb with abandon!

» MINI BOSS «



BOOGIE MONSTERS

On your way out of the tunnel you'll come across some unpleasant little boogers. Fassad will handle most of the hard work as usual, but you can help out with Make Laugh.



IT CAME FROM THE GRAVEYARD!

You'll exit the tunnel through a strange-looking grave in Tazmily's cemetery. If you have a need to re-enter the tunnel, check the tombstone. Fassad tells you to make your way to the Yado Inn. Head south, avoiding any emerging zombies and Mobile Graves you see along the way.

SALSA ON RAILS

If you try to deviate from the path Fassad tells you to go, you'll get a nice little zap! Head directly for Yado to avoid unnecessary punishment. Hinawa's grave is one of the few tangents from the course you can take without repercussions. It looks like someone left some flowers.

CHAPTER NO. 3

PART 2

HAPPINESS IS A WARM BOX

A stranger rises from the graveyard in the dead of night to book himself a room in the local saloon. Despite the suspicious circumstances surrounding his arrival, it seems that nobody's got something to hide except for him and his monkey.

MONEY, THAT'S WHAT I WANT

When you enter the town of Tazmily, you'll notice Butch poring over the contents of a large sack. Farther into town you'll cross paths with Duster, who is on his way to Osohe Castle. You also get to see more of the events leading up to the mystery of the missing moolah–it turns out that Duster isn't the only one who sees where Butch hides his cash.

HOW MUCH?

Talk to Jackie at the counter to get a room at the inn. Fassad will bow to show his appreciation for the generous accommodations. Follow his example pressing down on the D-pad to avoid getting shocked. You'll be left alone for the first time since joining up with Fassad in Death Desert, but don't think of it as your chance to escape. If you jet toward the exit, you'll get a shocking reminder to follow Fassad's lead. Head to your room (the middle door) to get some much deserved rest.

OINK IN THE NIGHT

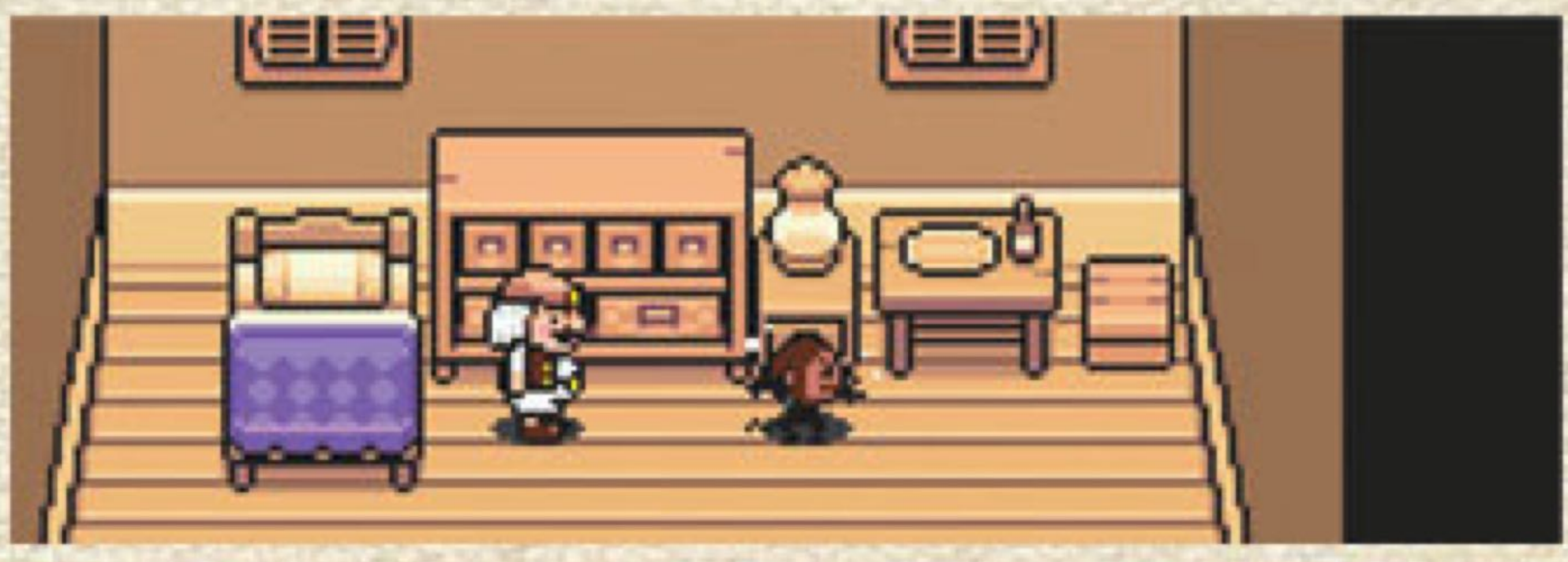
In the middle of the night, Fassad gets out of bed and heads outside. Follow him to eavesdrop on his plan and witness his devious theft.

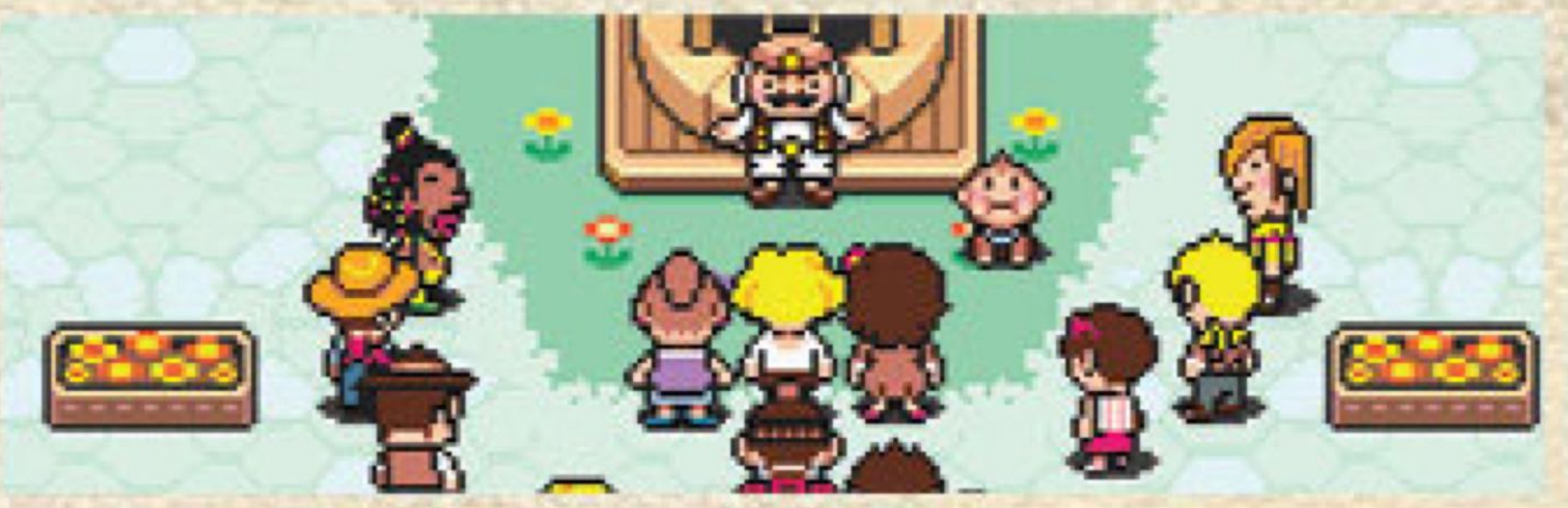
SNEAKY MONKEY

As soon as Fassad is off the radio, dash back to your sleeping spot! If you wander aimlessly you'll be caught and mercilessly punished. If you make it back to the room, hold perfectly still while Fassad is watching you–he's testing to see whether you're trying to escape!

Awake In A Flash

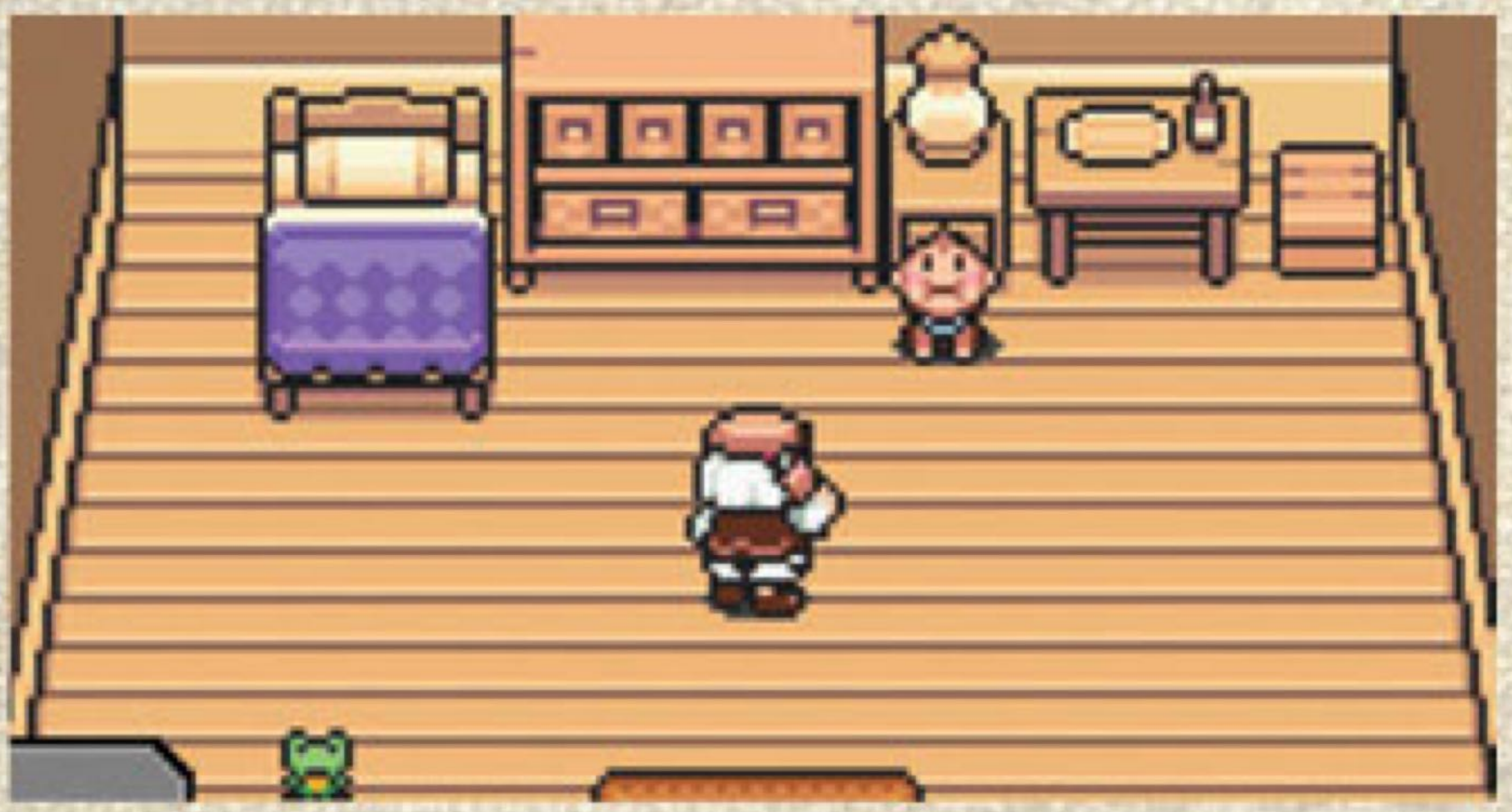
Fassad's Punishizer doubles as an alarm clock, jolting you from one bad dream into another. He promises to set you free if you give your best performance today, so follow suit when he directs you.





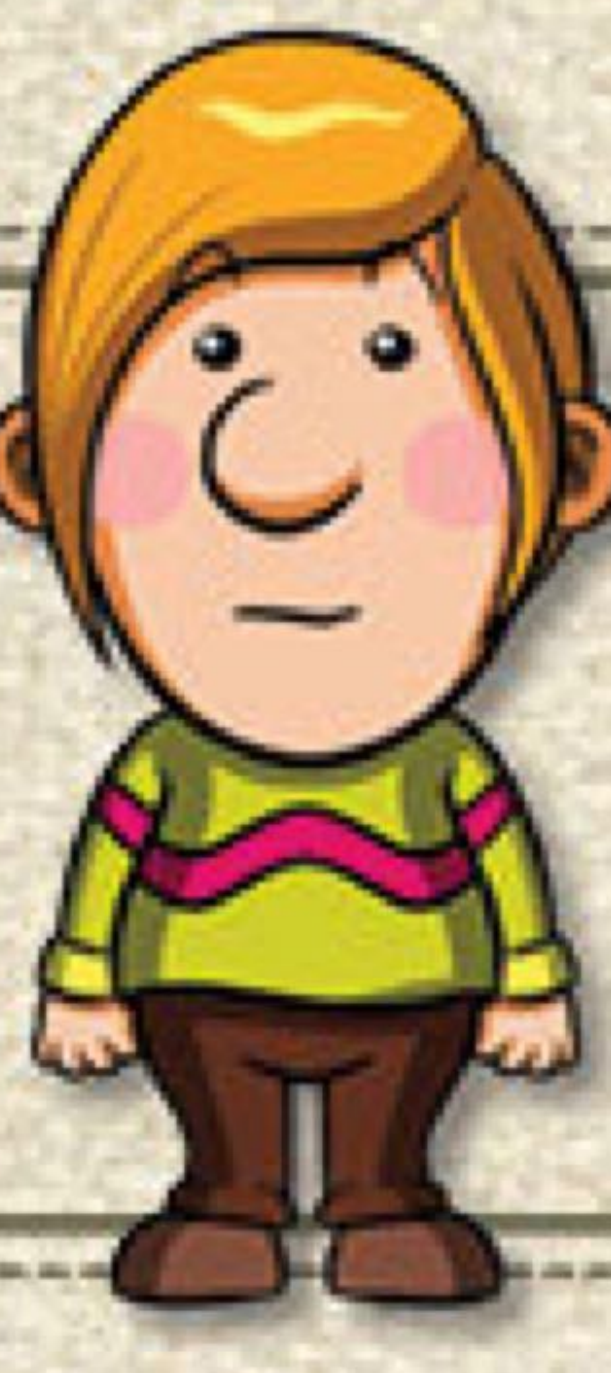
Happy Happy, Joy Joy

Fassad delivers a rousing speech on life, love, and happiness. He butters up the crowd with lavish praise and then strikes with a terrifying vision of impending doom. Towards the end of his performance you'll be asked to talk to everyone whose hand is boisterously raised (don't be afraid to talk to people with their hands lowered) in anticipation of a happiness-related delivery. Report back to Fassad to finish off your charade.



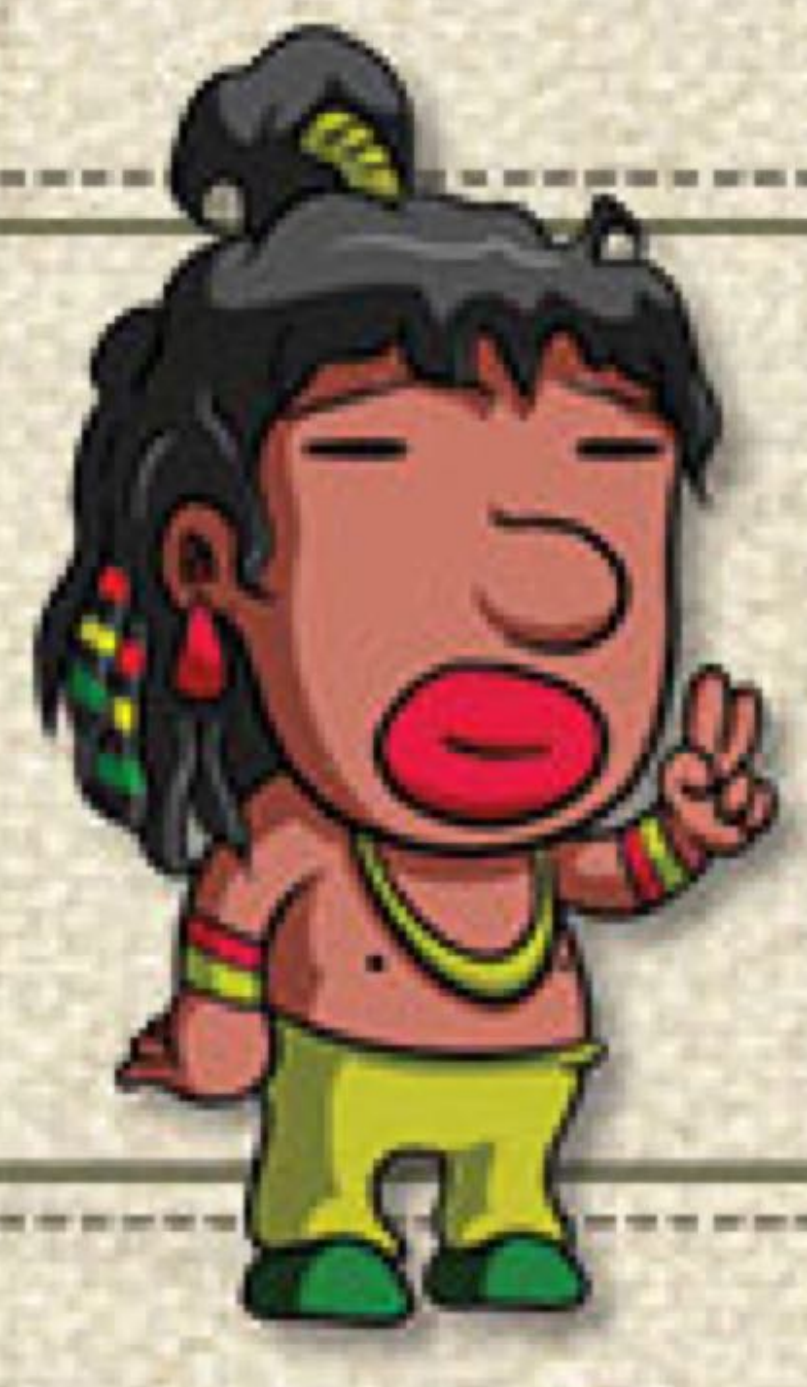
Phony Fassad

Unexpected visitors are delaying Fassad's plans at the castle, so he gives you an arbitrary timeline for completing your next task alone: deliver the Happy Boxes from the cemetery to the four people whose names you just collected. Don't worry too much about delivering everything in a timely manner; you'll get the same result no matter how long it takes.



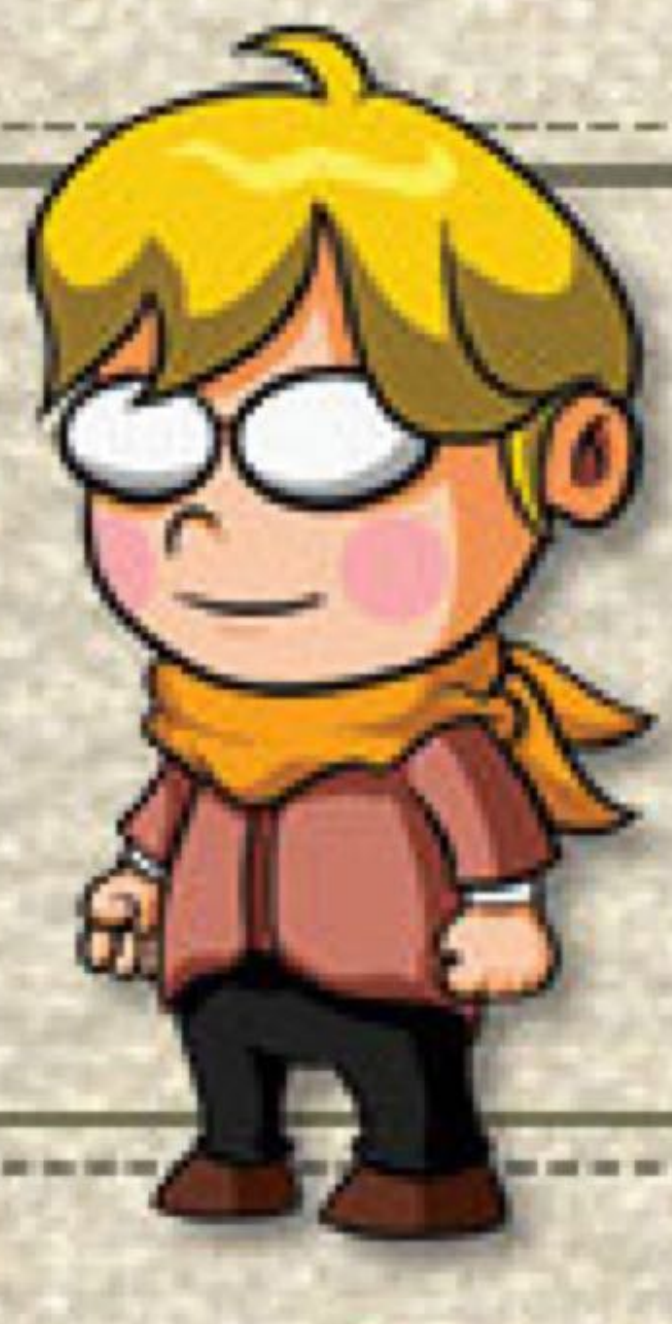
BIFF

An impressionable but dubious young villager.



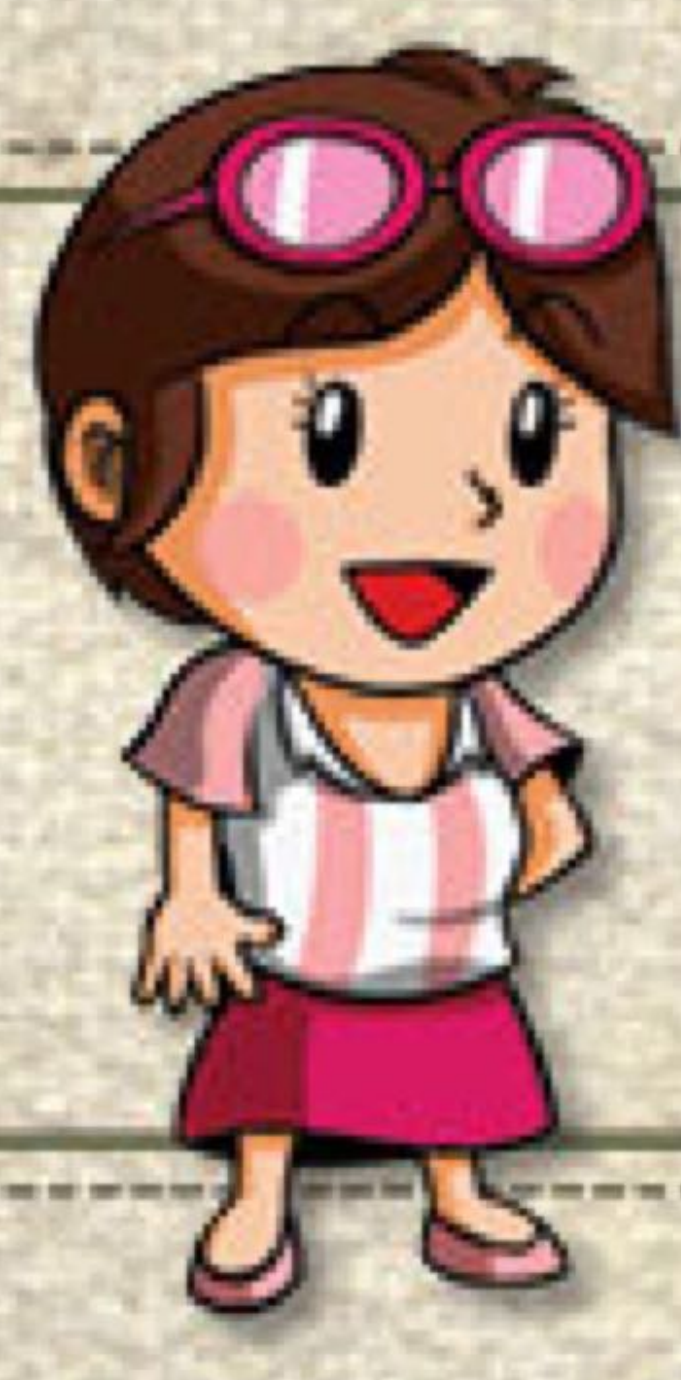
REGGIE

An all-natural hippie who lives by his own way.



PAUL

Calm, level-headed, and independent.



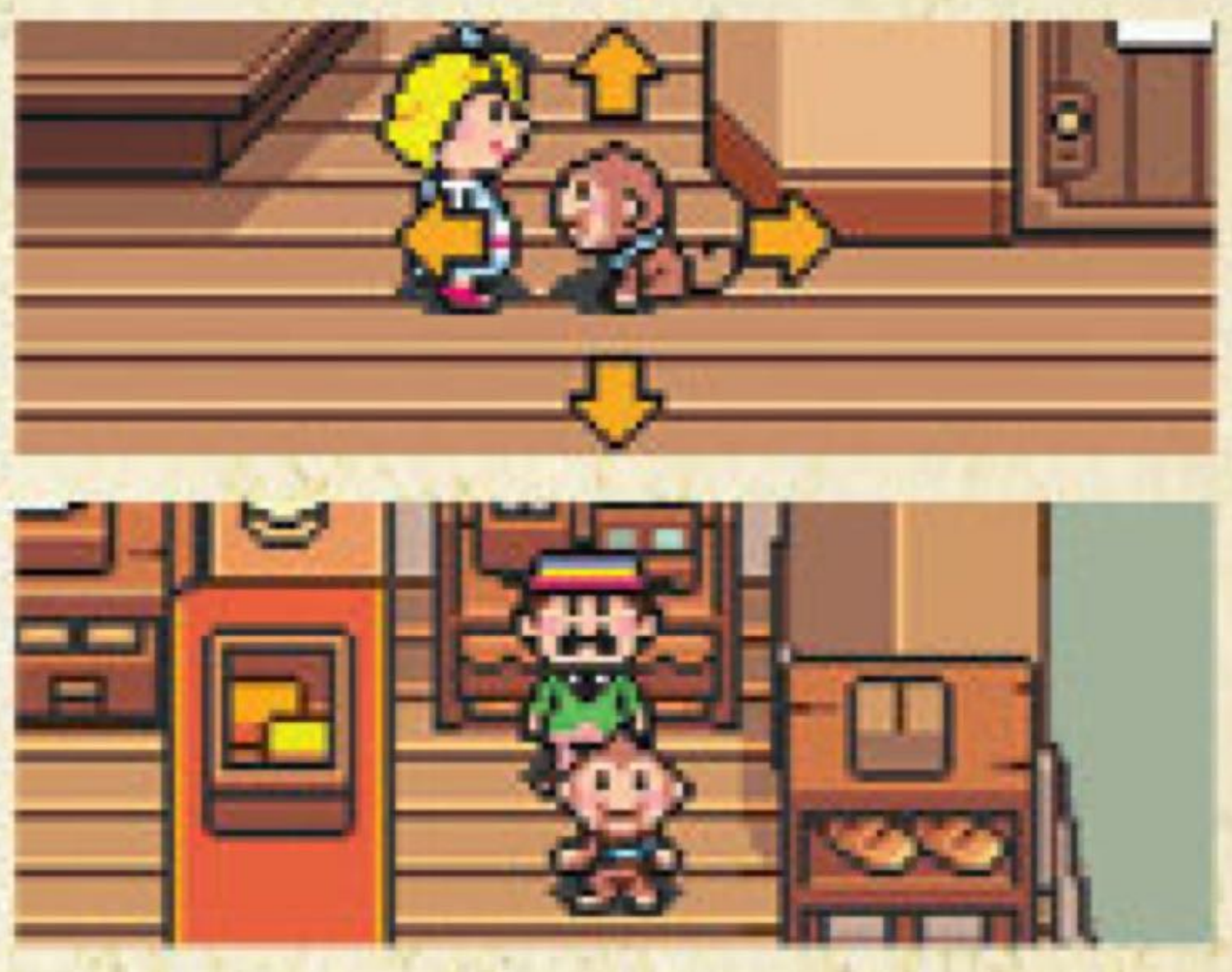
LINDA

Loves surfing, even though she can't swim.

WHAT A NUT

As Fassad suspected, Tazmily is full of people with a weakness for cute monkeys. Clear some room in your inventory and speak to the following people for a little treat!

- ☐ Betsy (Yado Inn) - Nut Bread
- ☐ Mike (Thomas's Bazaar) - Nut Cookie
- ☐ Caroline (Bakery) - Nut Bread

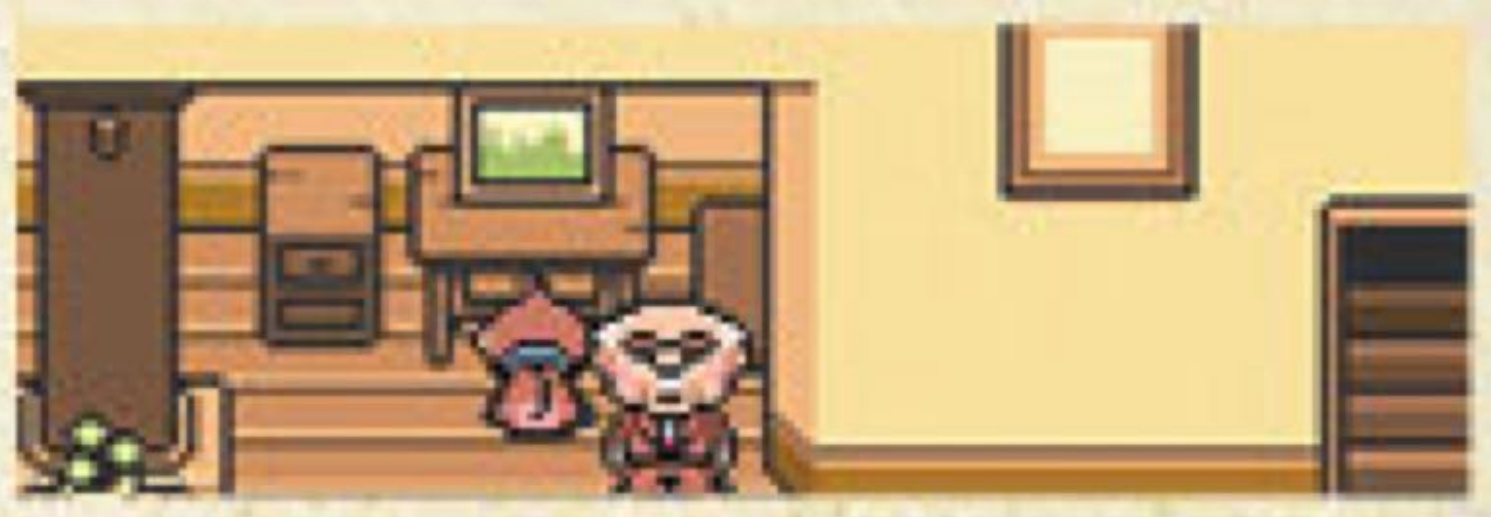


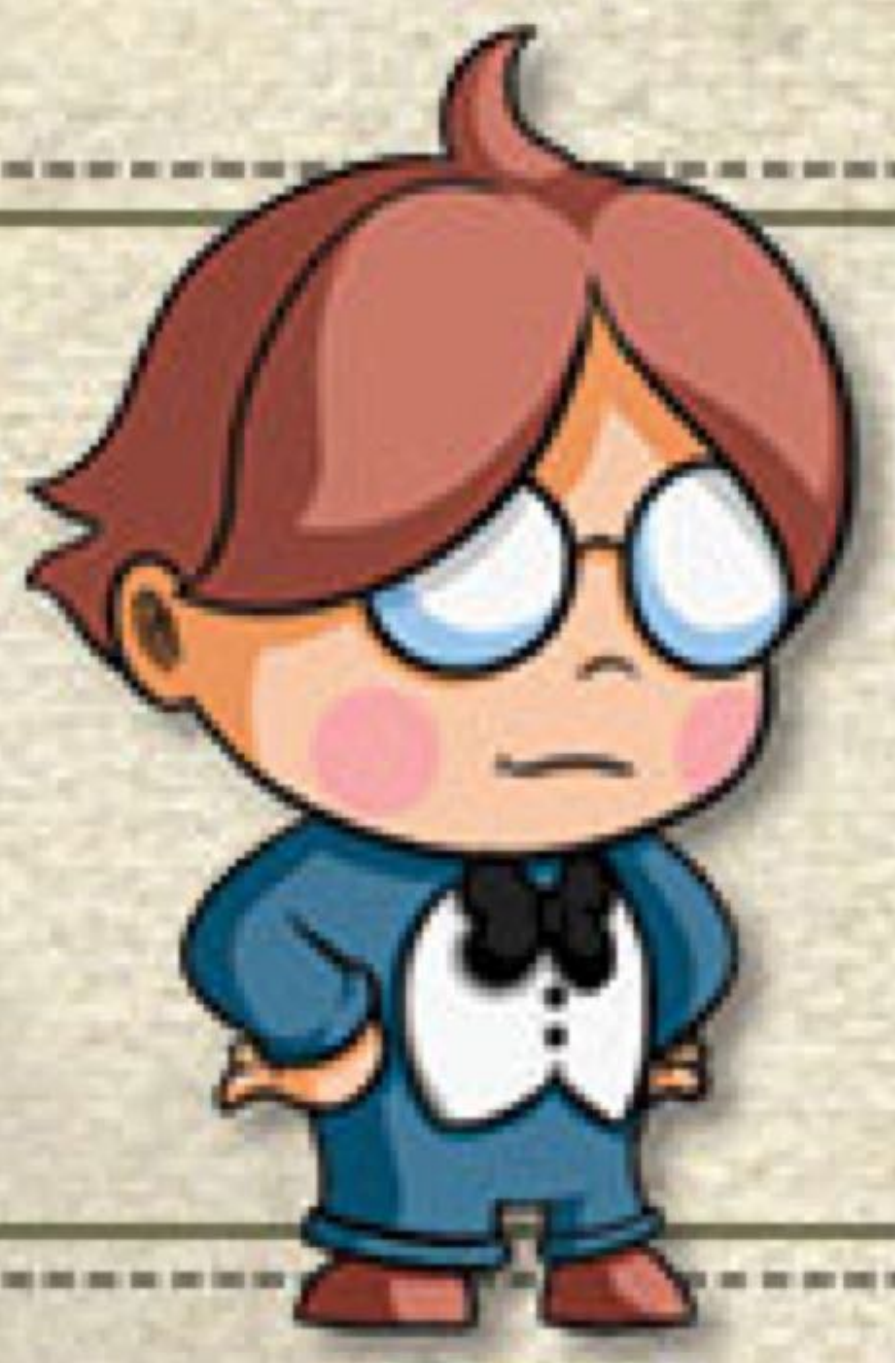
MONKEY CHATTER

Every animal you meet along the way has something to say. Most humans cannot understand their lingo, but Salsa can easily converse with any critter that trots around Tazmily. Take the time to meet each one!

WHEREFORE ART THOU?

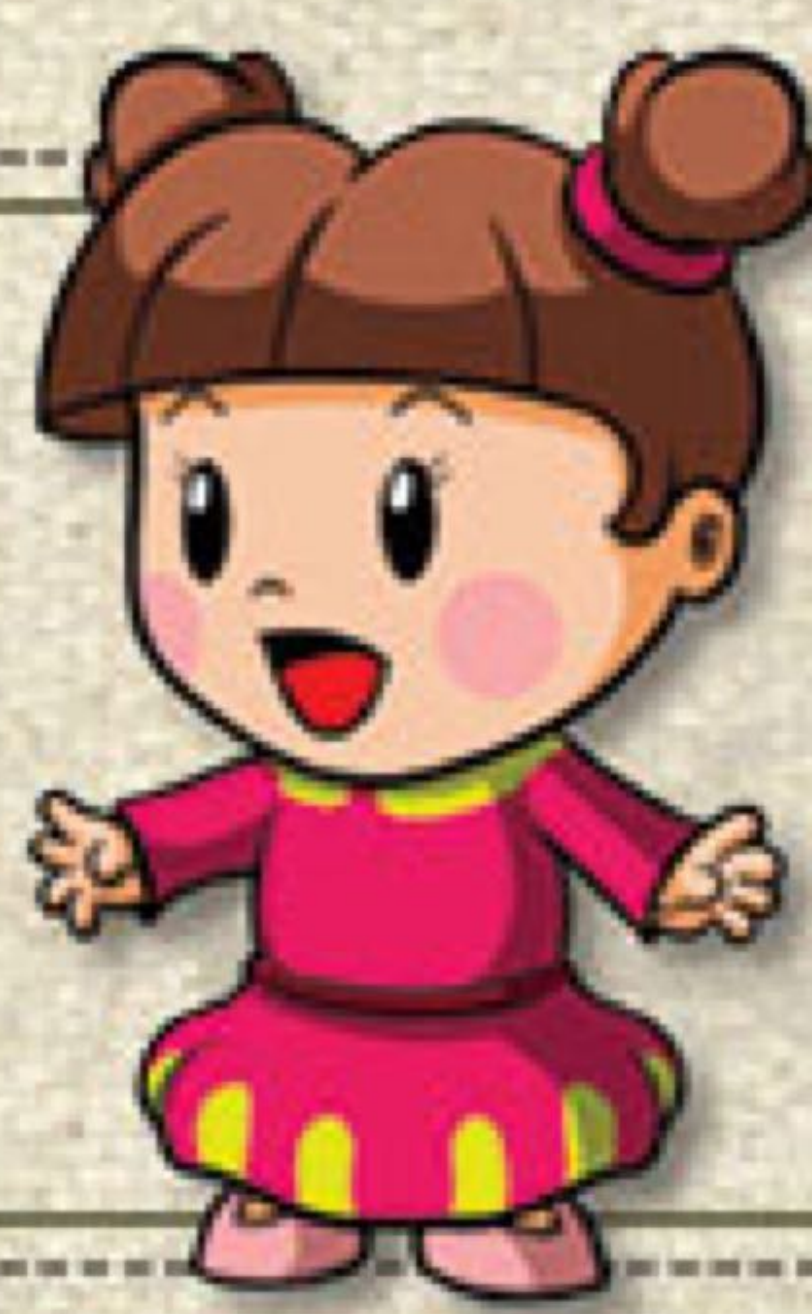
Behind Pusher is an oil painting entitled Mt. Oriander in Summer. Now which one of those pixels corresponds with Alec's house?





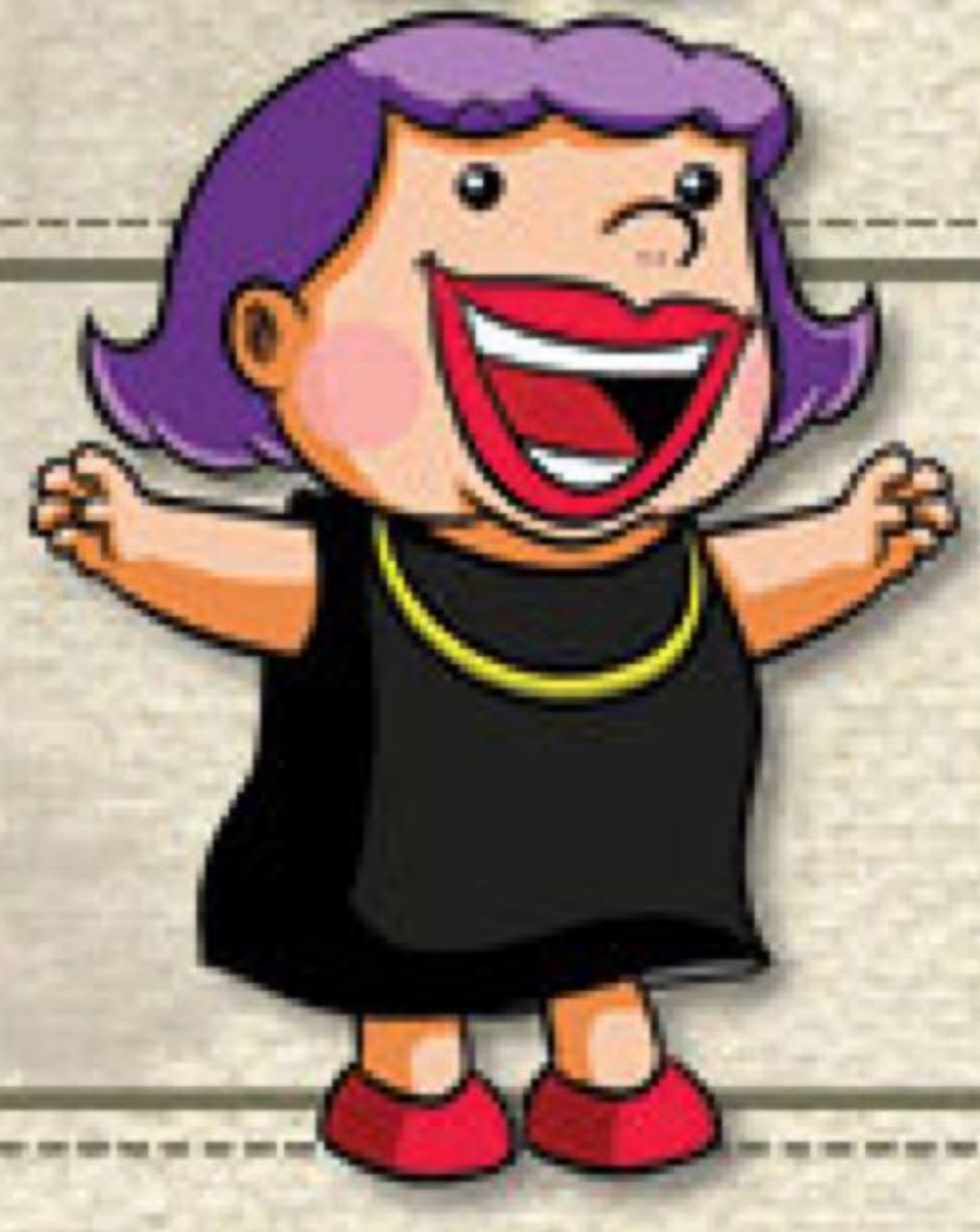
NICHOL

He and his sister often hang out in front of their father's store.



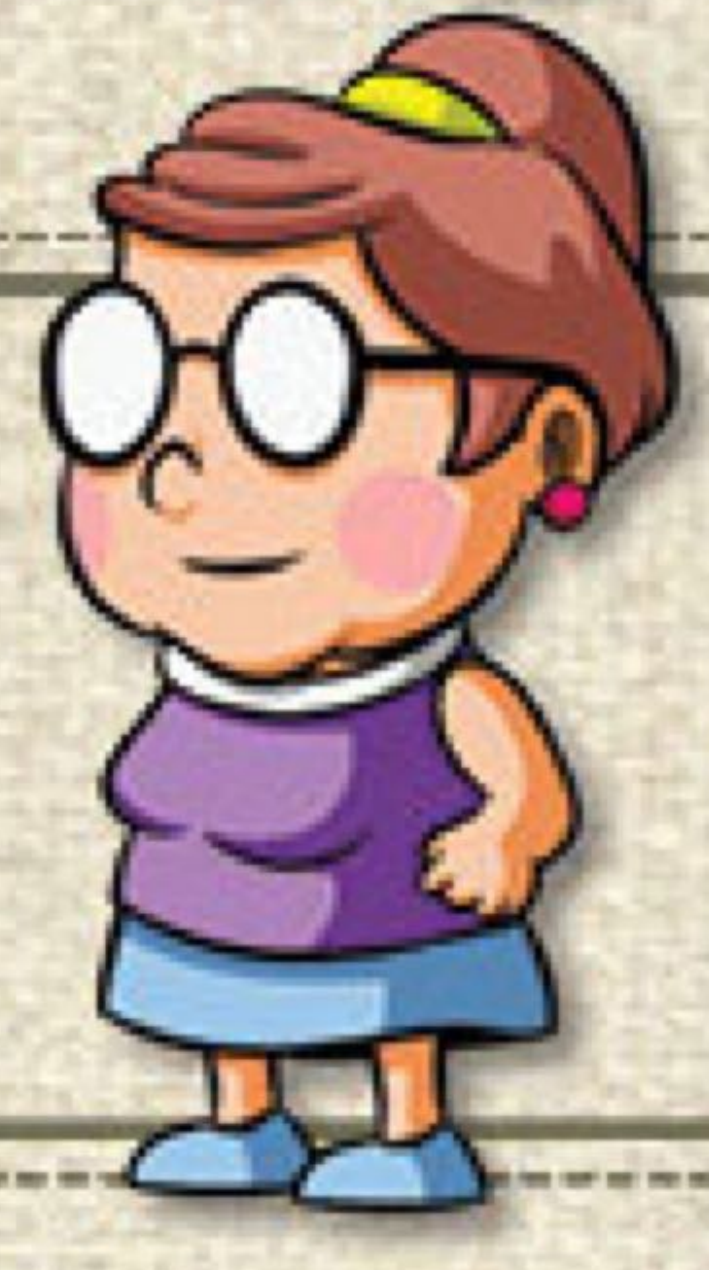
RICHIE

A sweet young girl who can sympathize with beleaguered monkeys.



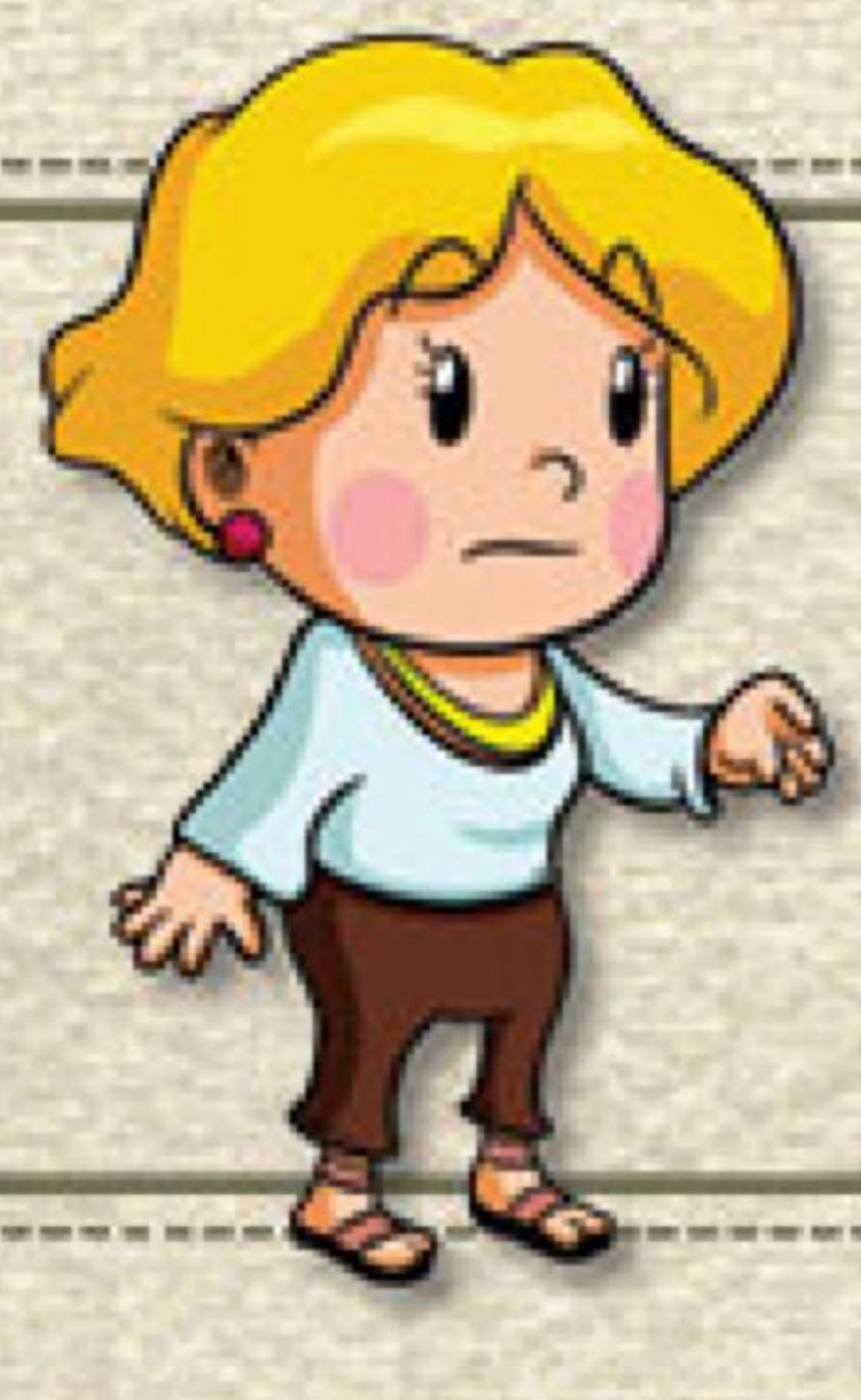
JILL

A gossiping gal with a gargantuan smile.



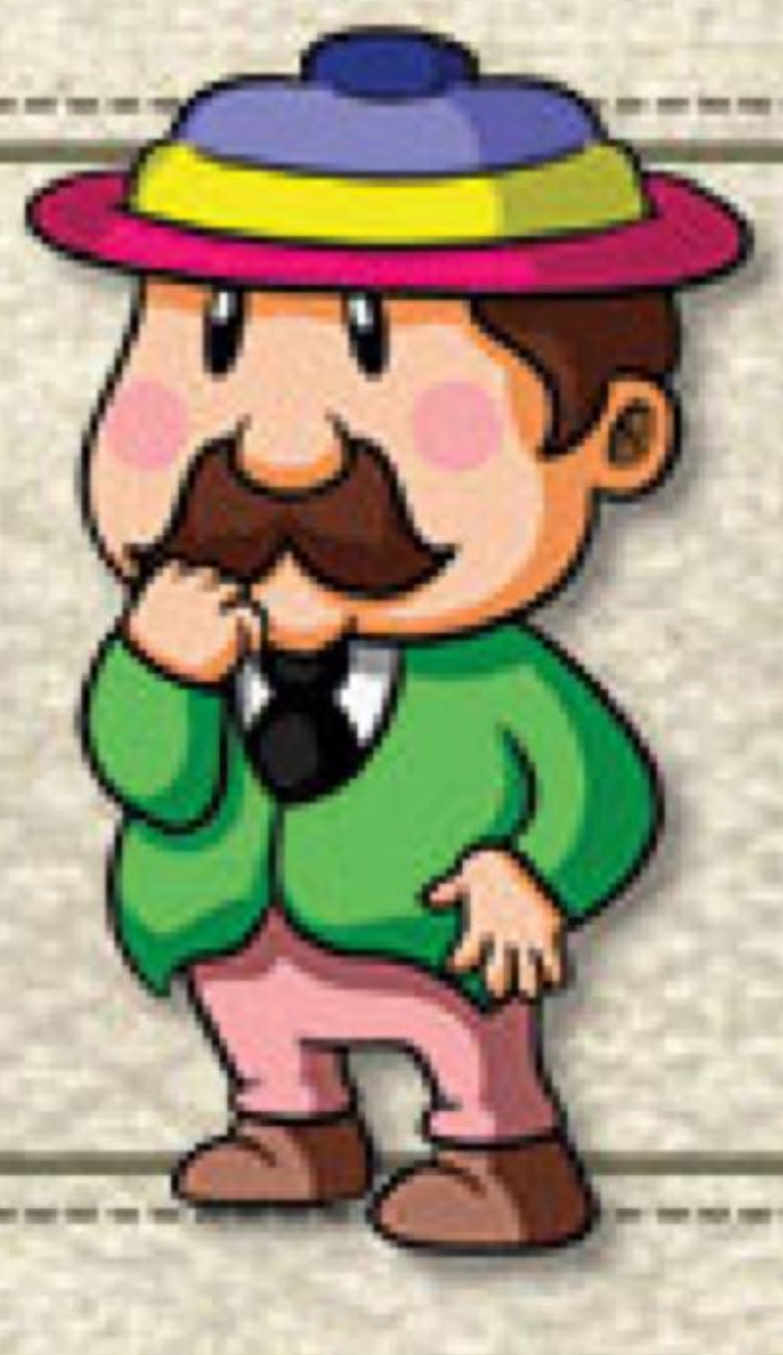
BRENDA

Her blunt words cut right to the point.



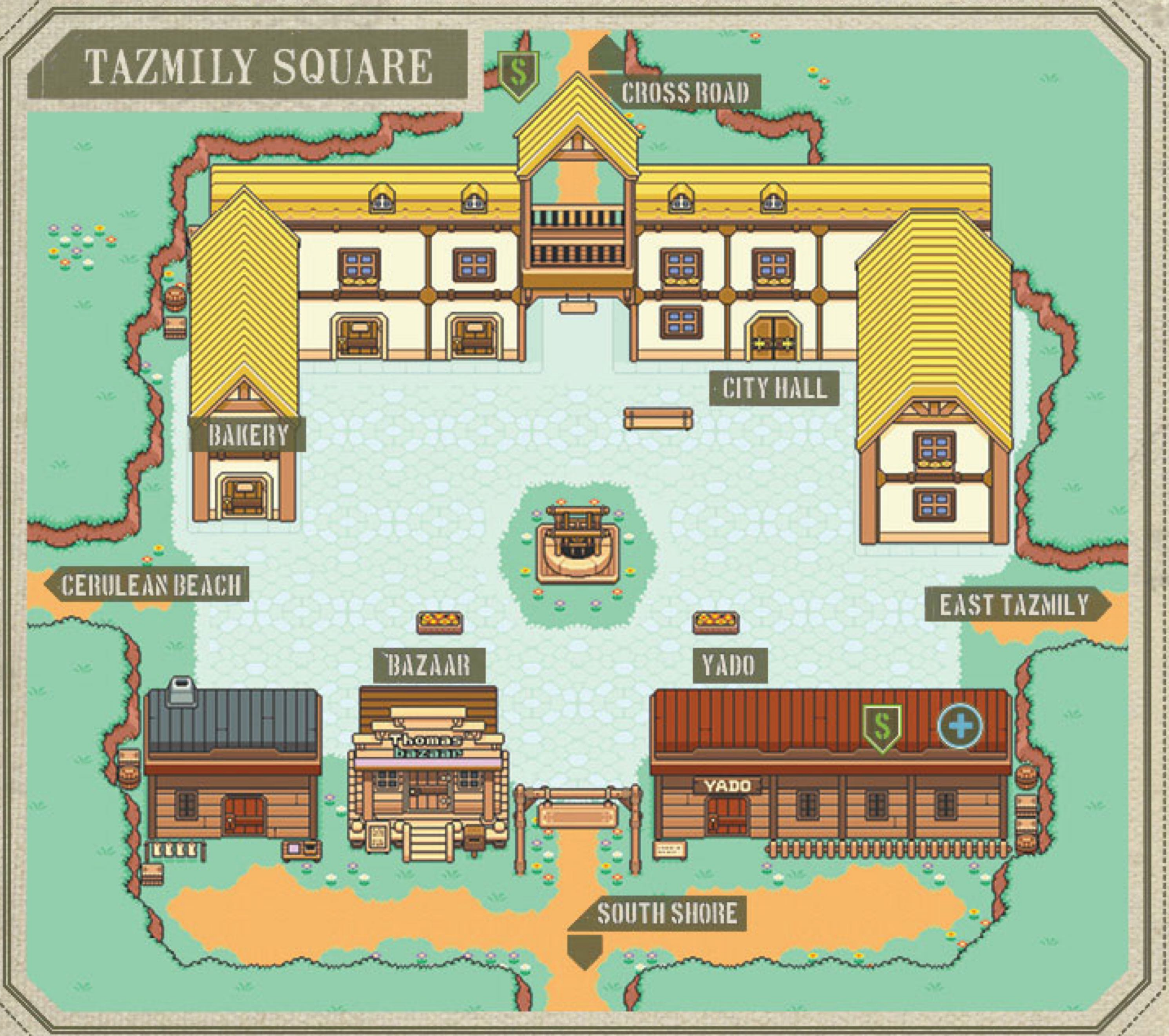
LISA

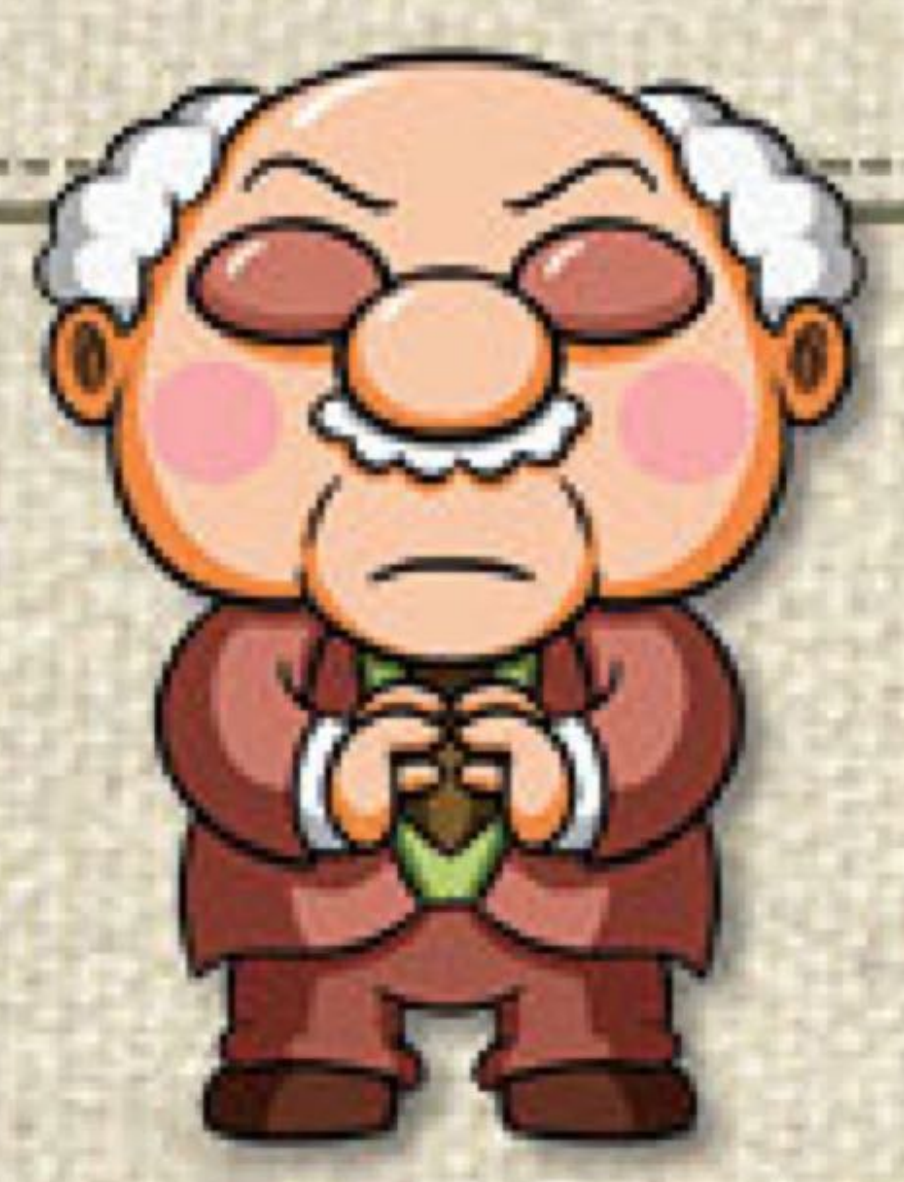
Mother of Richie and Nichol and a gossip mainstay.



MIKE

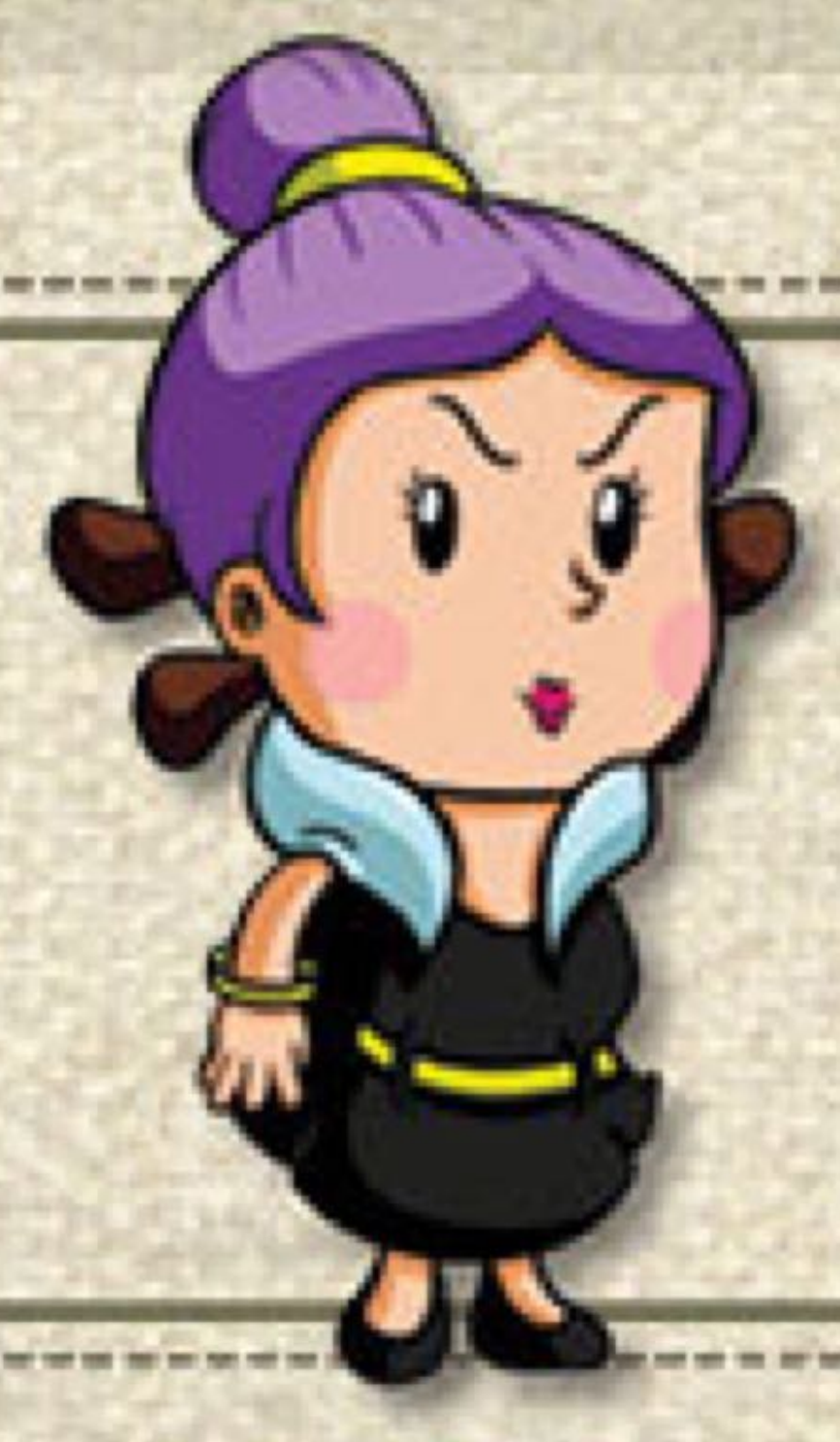
Village elder with poor hygiene and a constant case of the munchies.


TAZMILY SQUARE
CROSS ROAD
CITY HALL
BAKERY
CERULEAN BEACH
EAST TAZMILY
BAZAAR
YADO
Thomas bazaar
YADO
SOUTH SHORE



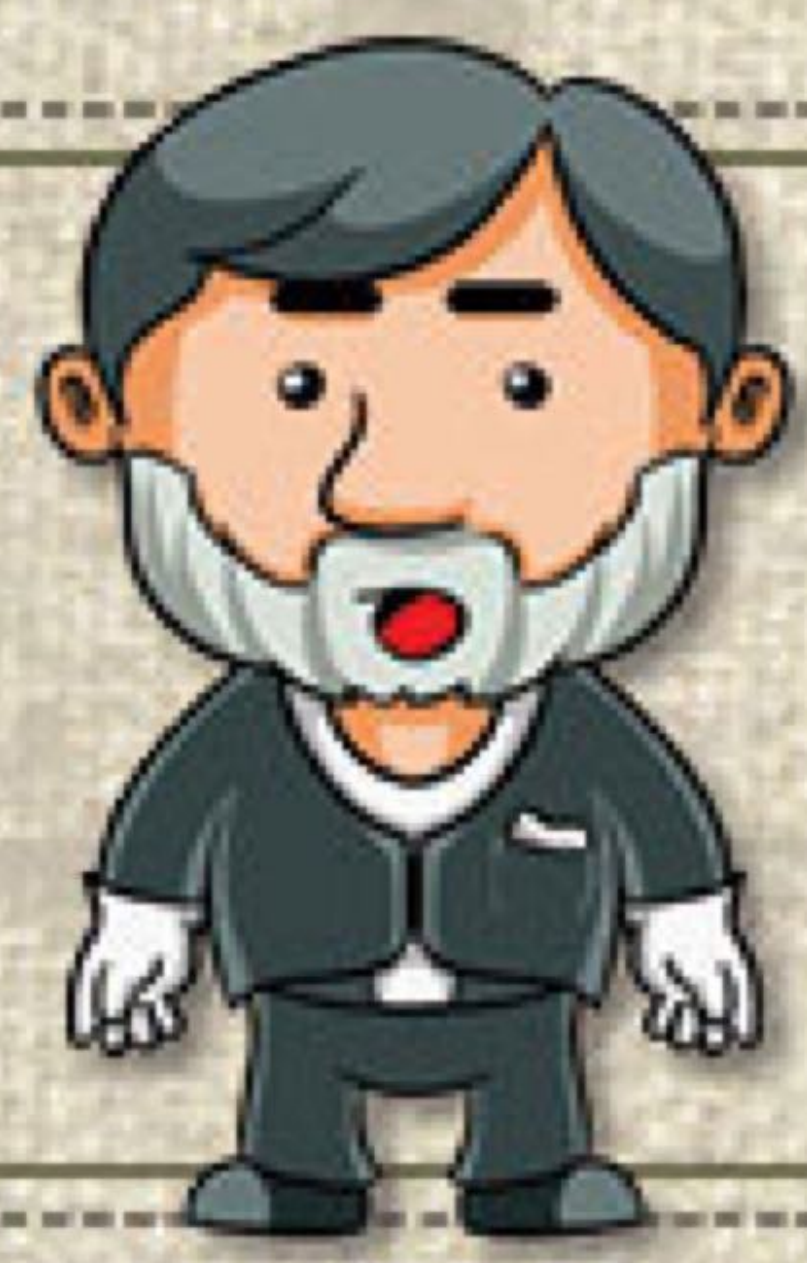
PUSHER

Tazmily's self-important mayor.



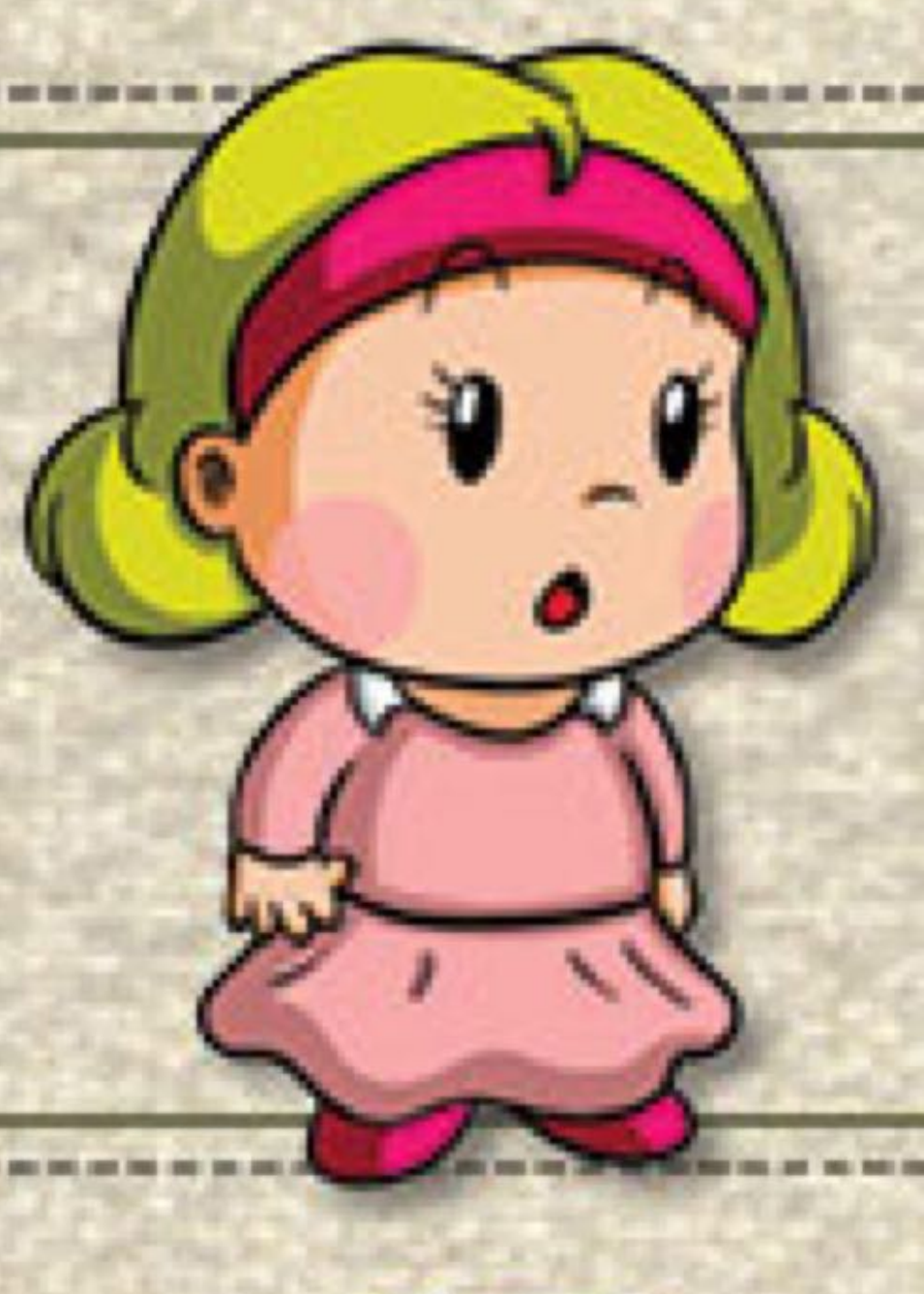
ELMORE

Pusher's posh housewife. Leaves the work to Sebastian.



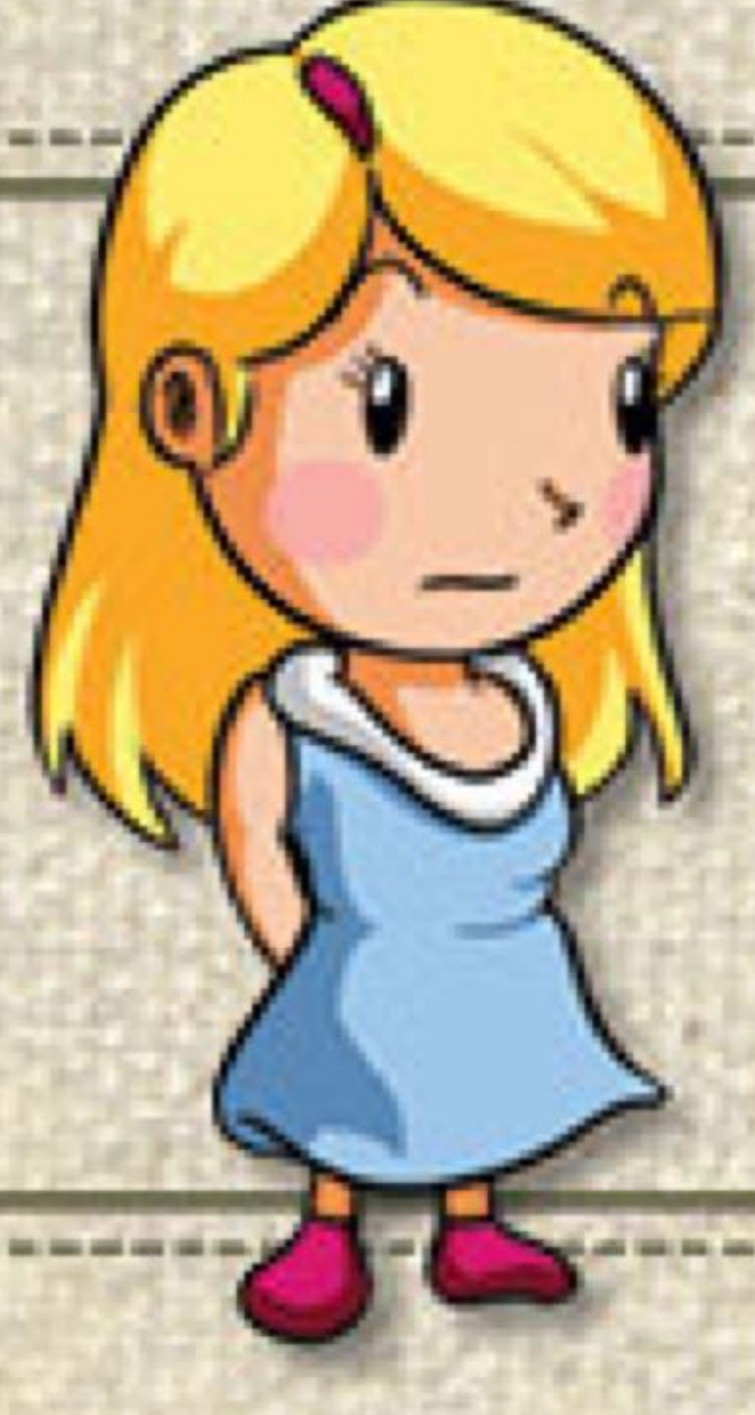
SEBASTIAN

The first family's hardworking butler.



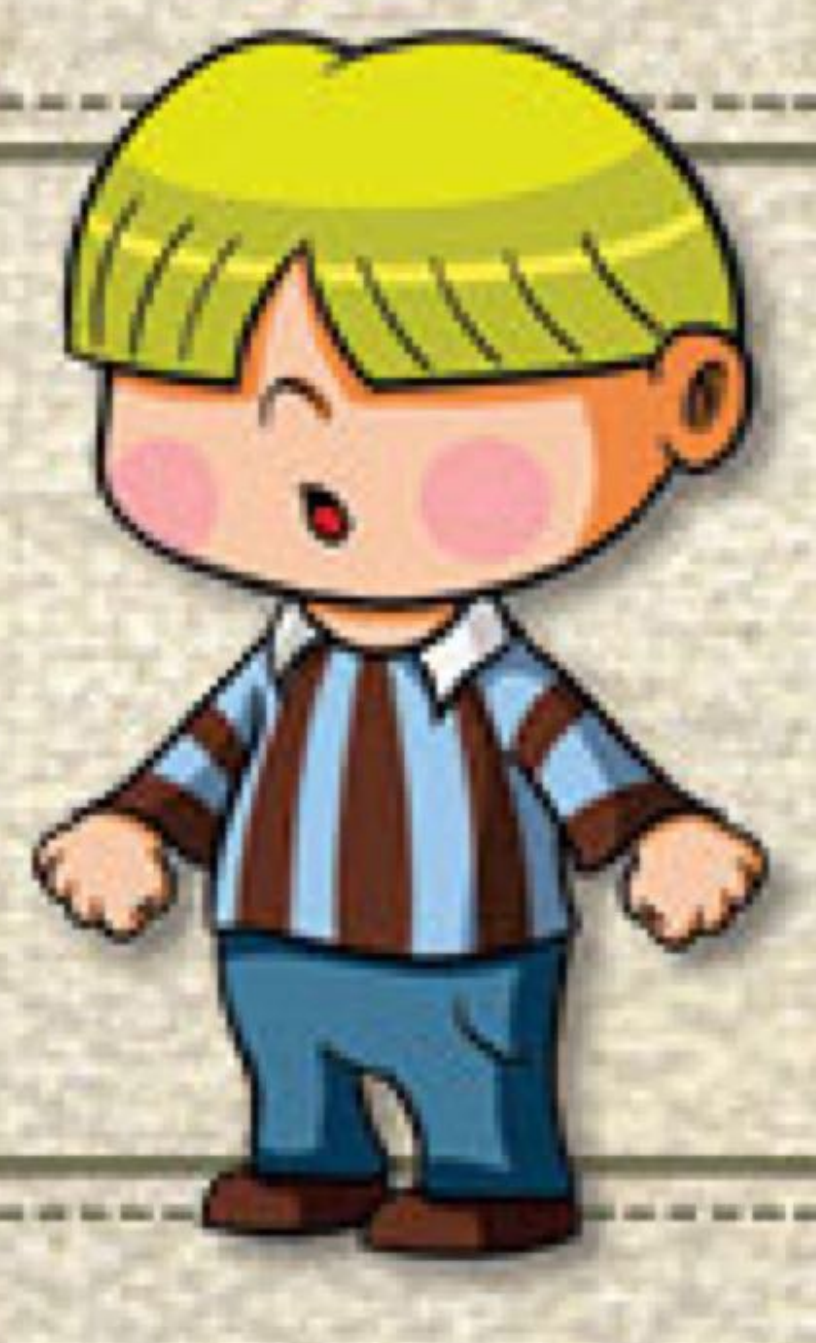
NANA

She's either very quiet, or saving her words for just the right moment.



NAN

The loving wife of Ed, and mother to Alle. She looks after Scamp and his Pet Bird.

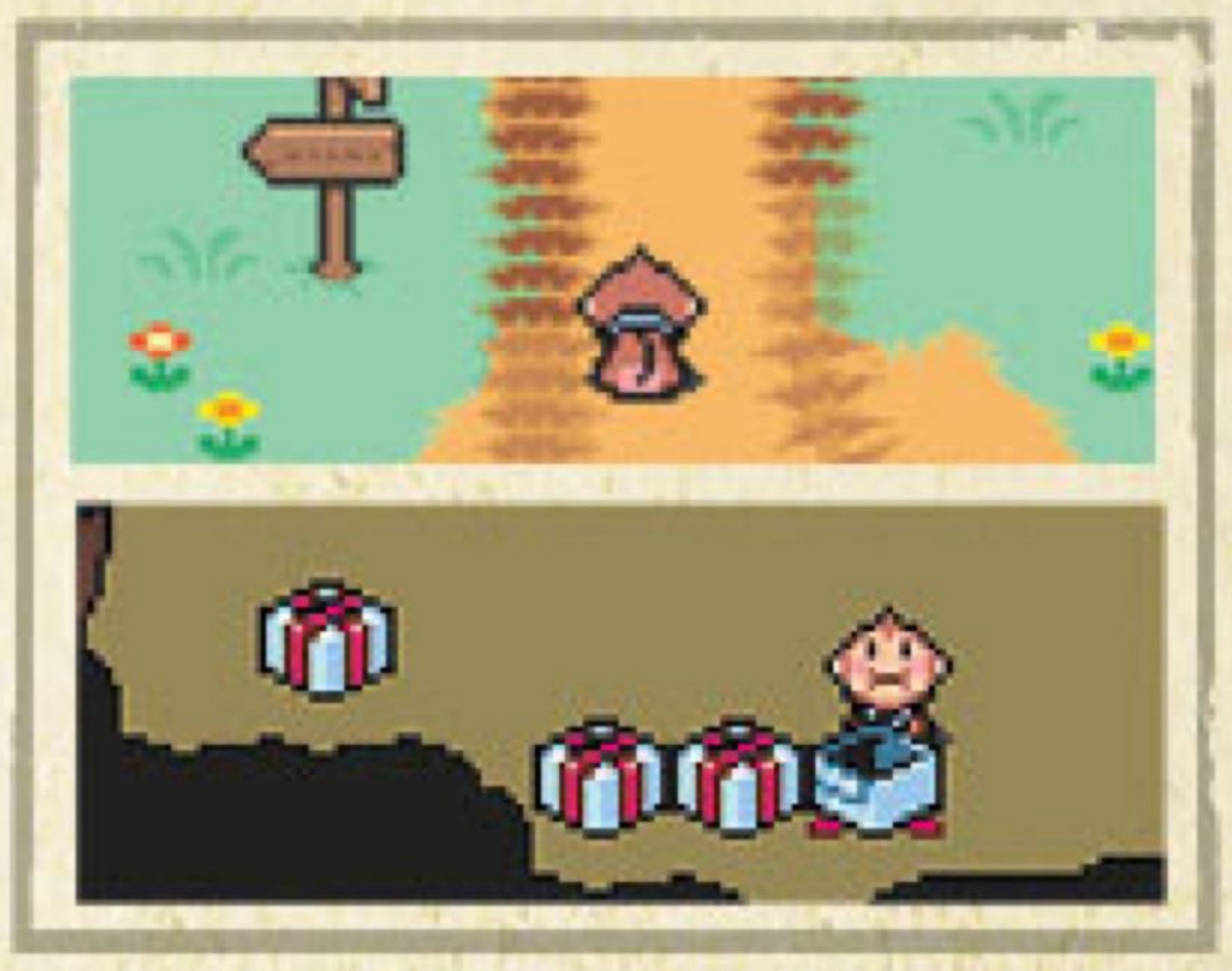


BATEAU

Lives by the beach with his doves and is prone to negative thoughts.

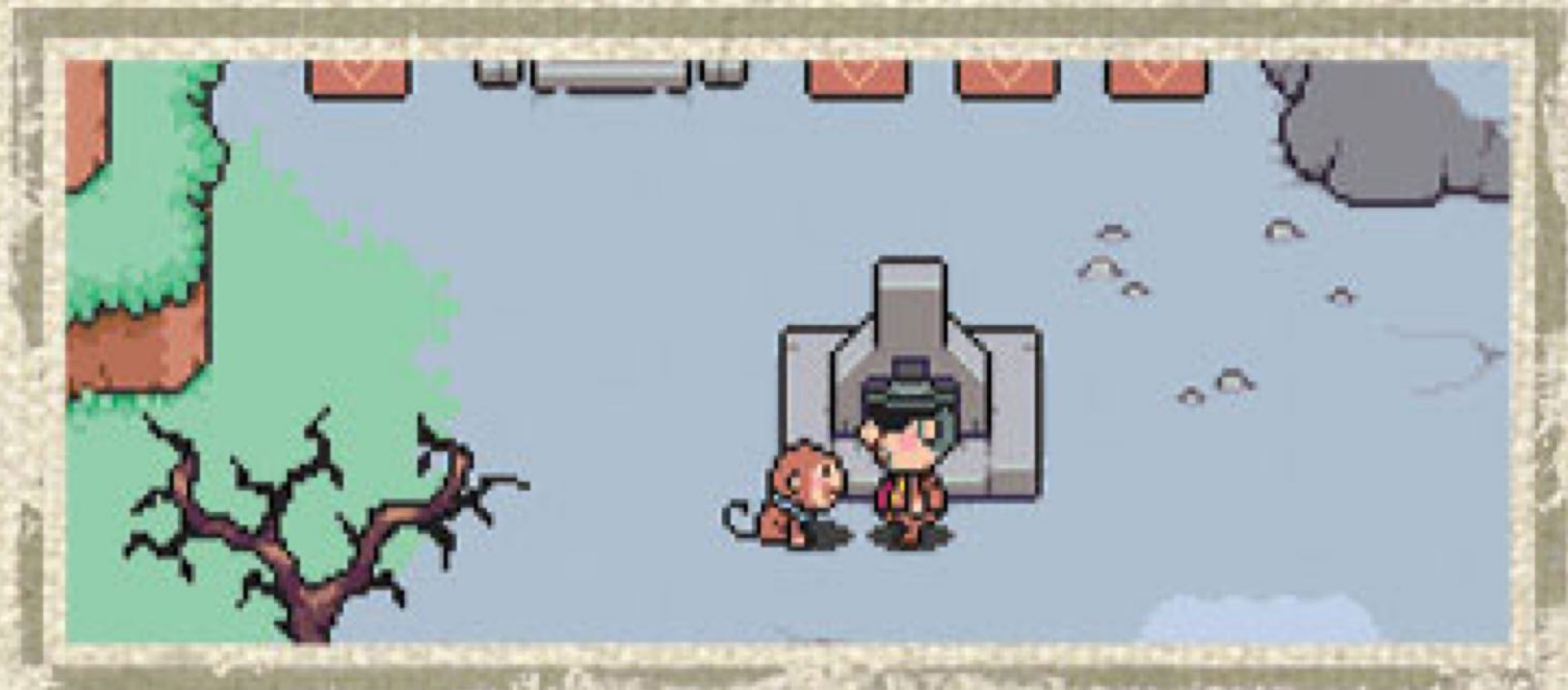
CAVALRY CACHE

It seems that Fassad's late-night call brought the cavalry stomping through Cross Road, which means you finally get to raid that treasure trove of gift boxes you saw through the chainlink fence! Don't get too excited, though–it's just Nuts, Rotten Milk, and a Nut Bread. Oh, nuts!



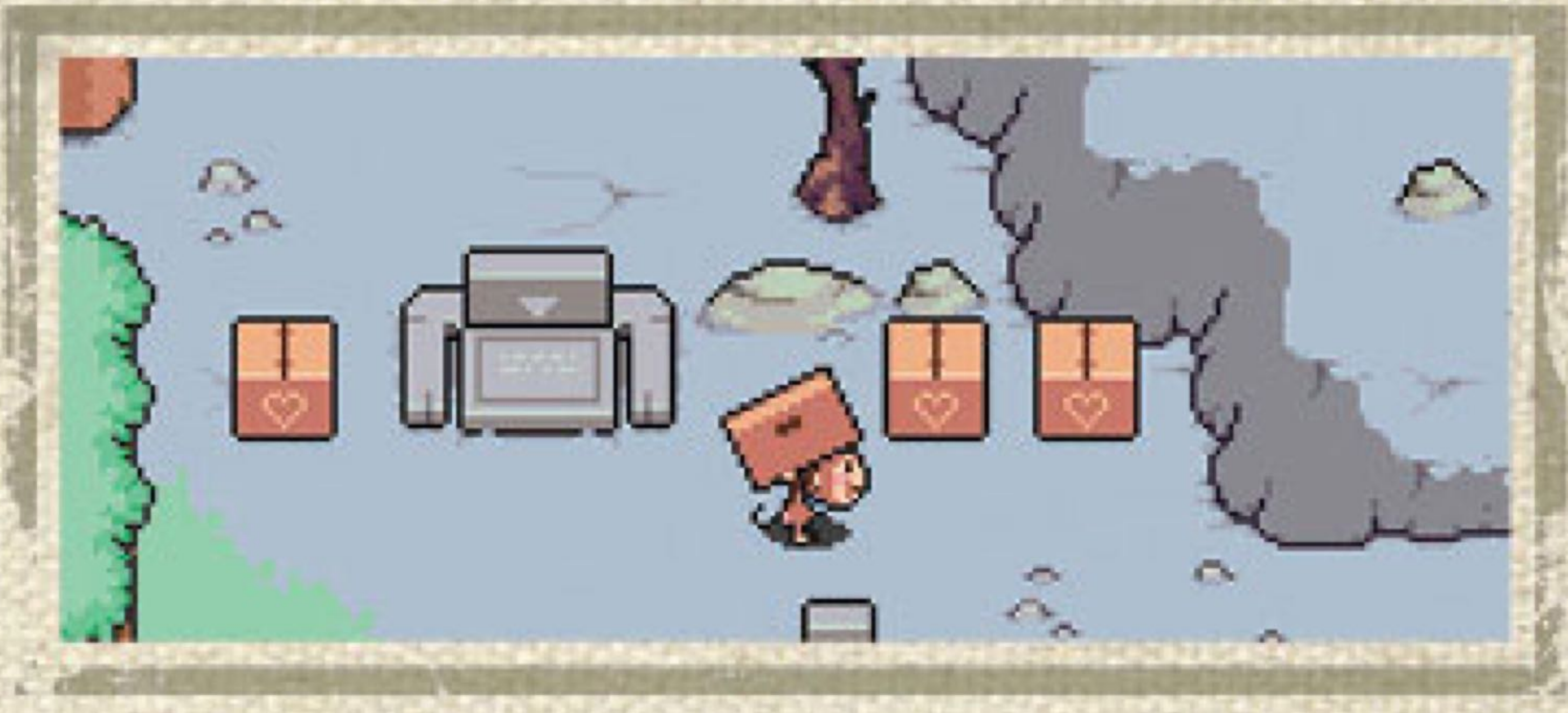
THE MARK OF HAPPINESS

Head to the cemetery and you'll spot Mapson paying his respects. Or, at least, that what it looks like–in reality he's thinking about his next strategic map-marking. Hand your map to him and then press the R Button to check it out.



UNSPEEDY DELIVERY

The happy boxes are sitting outside the secret graveyard entrance, so check your map and start making deliveries in any order you choose. Unfortunately the boxes are pretty heavy, so you won't be able to dash.

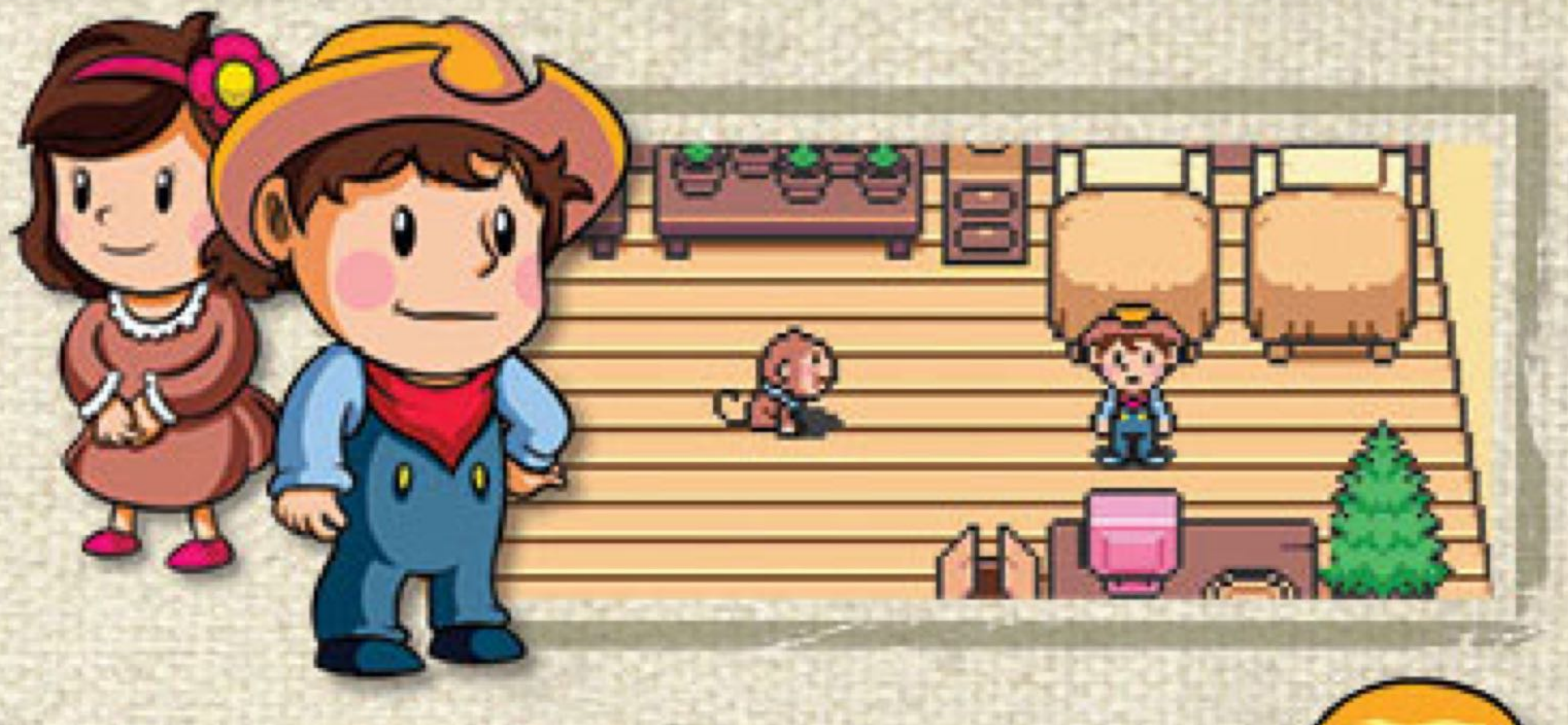


GROUND SHIPPING

Even though there were four people with their hands raised, there are only three circles on the map–this is because Abbot and Abbey live together.

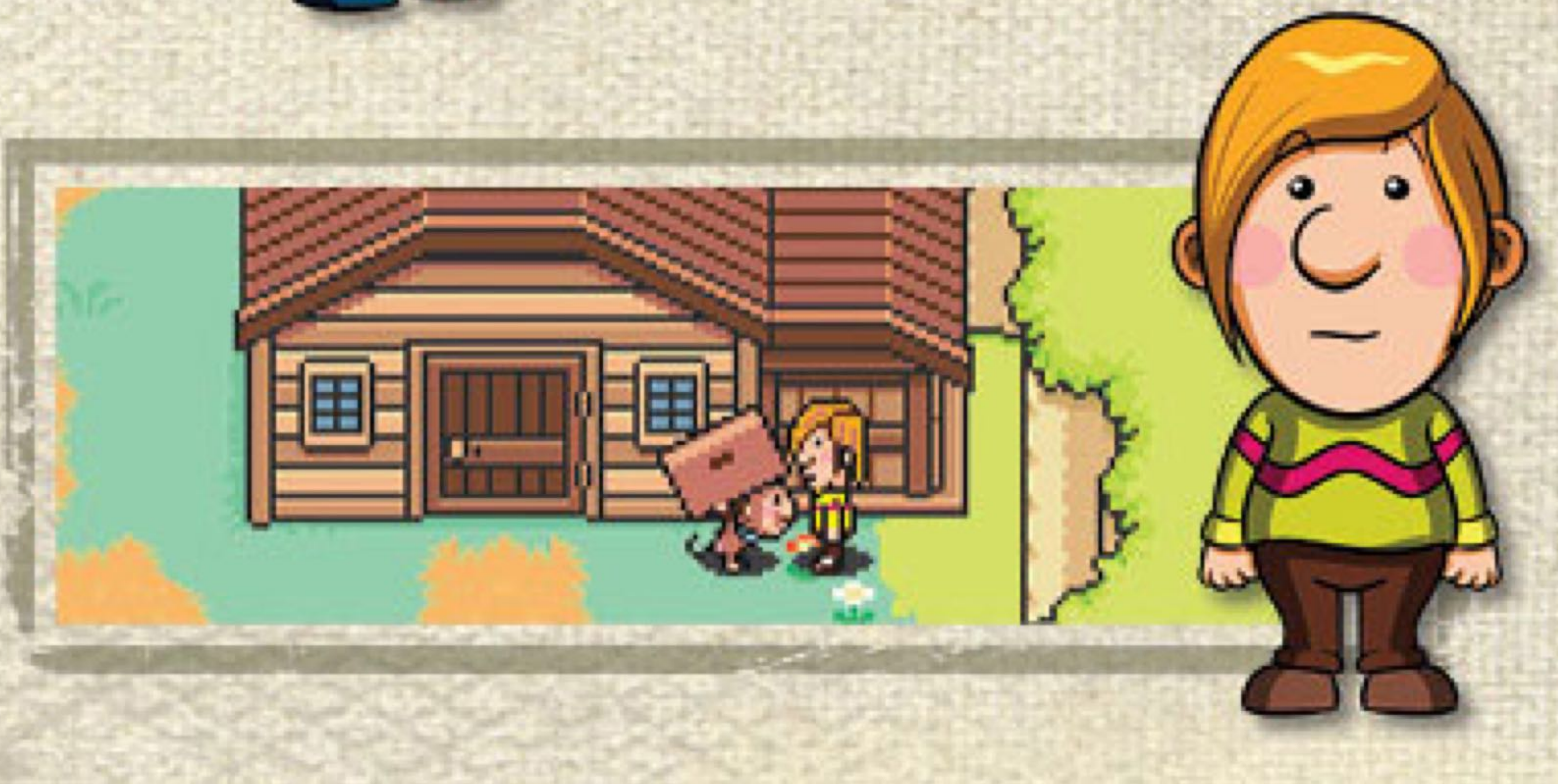
HAPPY BOX 1: ABBOT & ABBEY

Abbot and Abbey live in the first house to the left when entering Tazmily from the north. Since they live together, they'll only need one Happy Box. The extra box will automatically vanish from the cemetery.

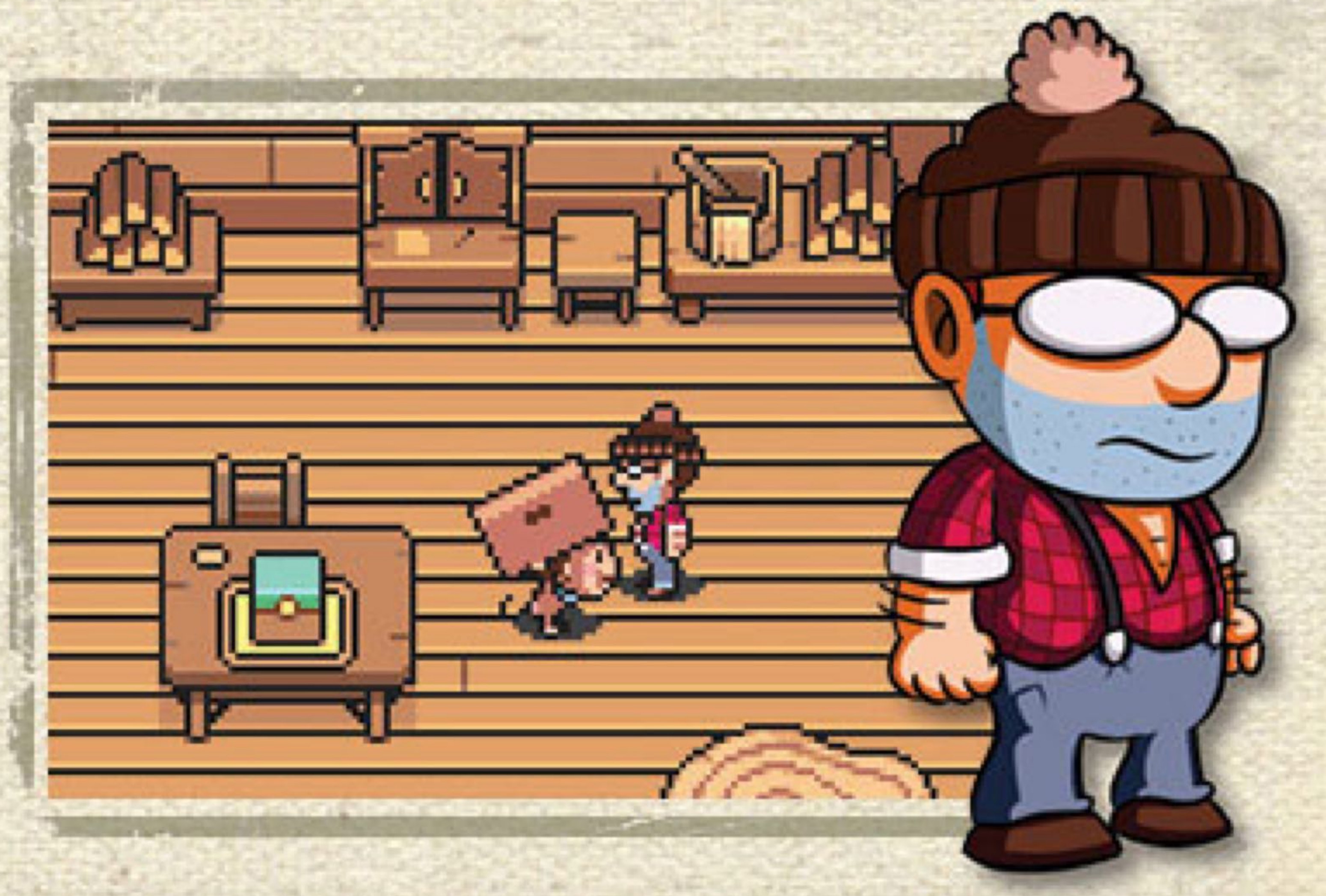


HAPPY BOX 2: BIFF

Head east of Tazmily and follow the path south to reach Biff, who is waiting outside eagerly anticipating his Happy Box. He's already starting to feel happy!



HAPPY BOX 3: ISAAC



According to the stray dog in the town square, Isaac's house is at the entrance of the forest (the one with the antidotes). You may encounter some enemies in your path, but they don't pose any serious threat. Even if you lose, you'll regain consciousness near the hot spring–just a skip away from Isaac's house! Once the delivery is made, Isaac immediately puts the Happy Box (and its package) to work.

P-KORP PRESENTS

HAPPY BOX

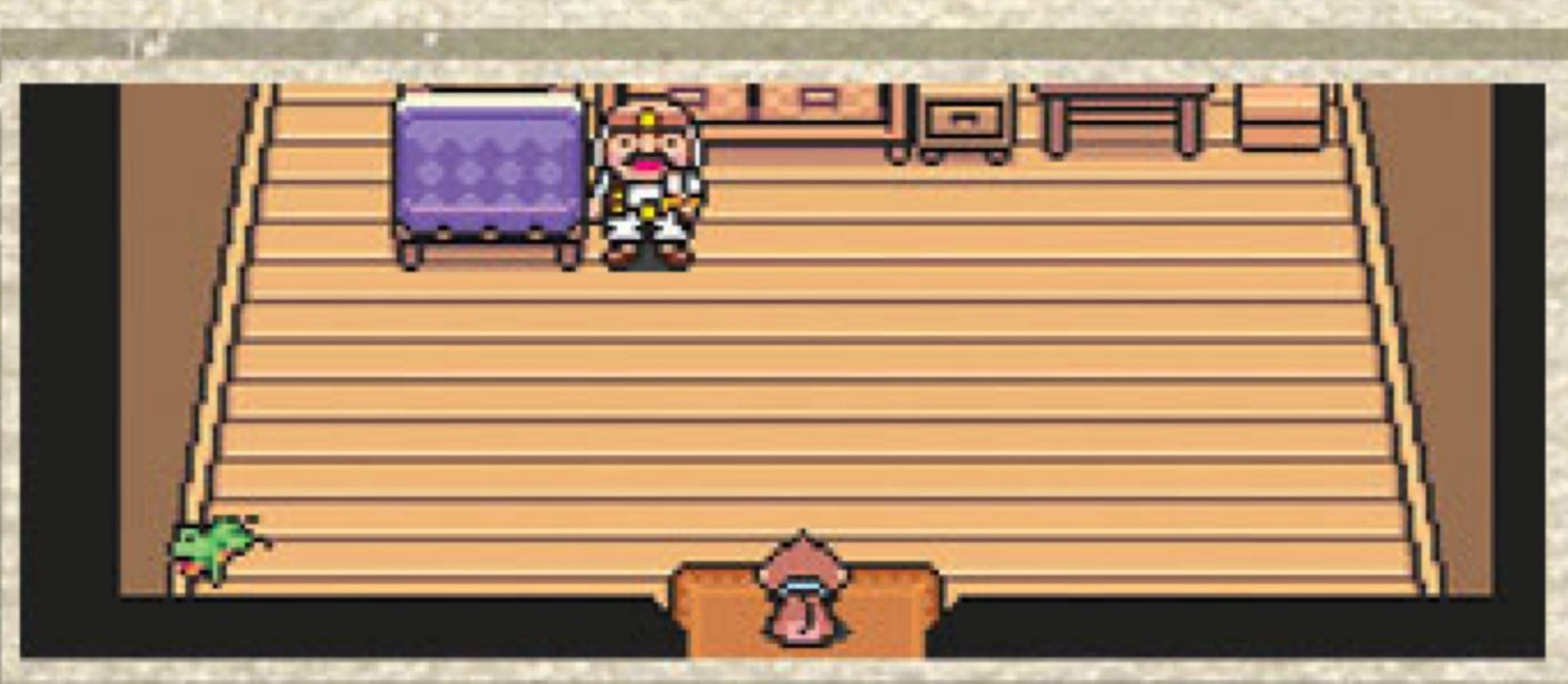
ERASE ALL THOSE WORRIES Let the Happy Box's patented warble+strobe technology chase away all your discontent!

ALWAYS-ON HANDS-FREE Tired of working towards happiness? The Happy Box provides convenient 24/7 access!

FREE DELIVERY SETUP Obtaining everlasting happiness has never been cheaper or easier, sign up today!

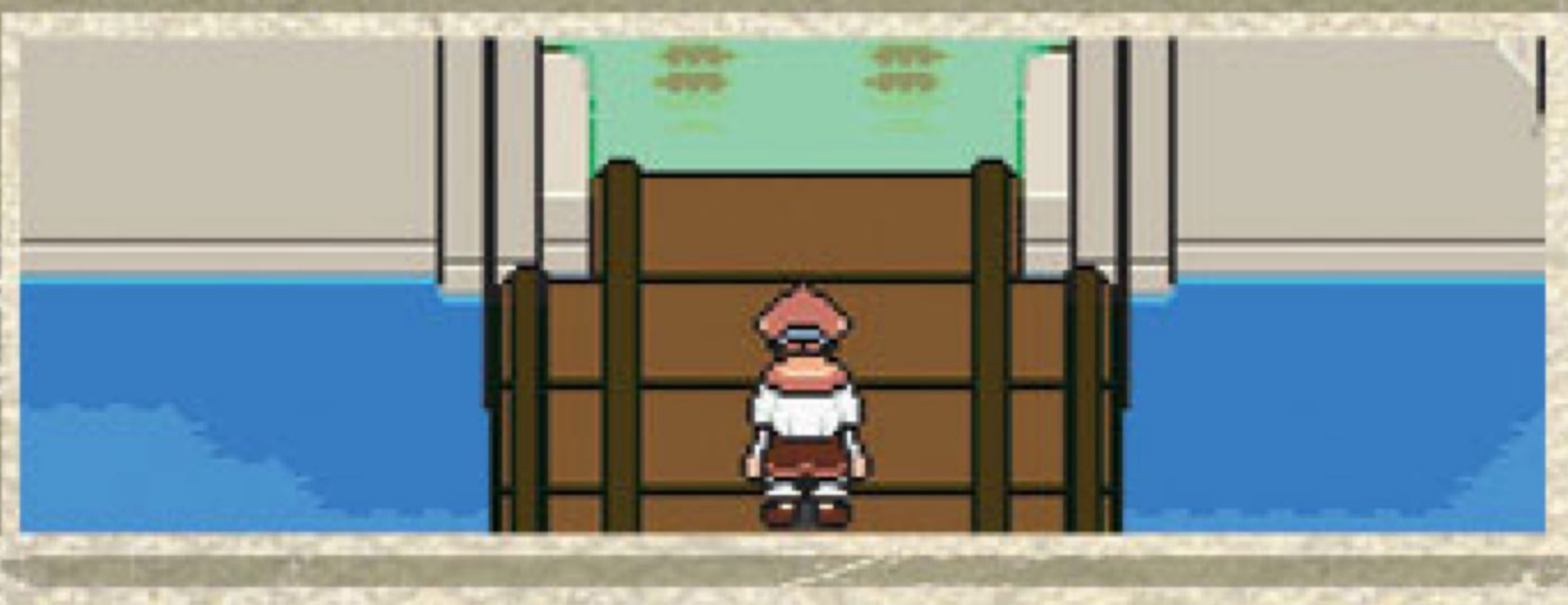
The Happy Box makes the perfect gift! Do the right thing for your loved ones, give the gift of Happy Box. Created by master craftsmen at the friendly P Corporation, your Happy Box is guaranteed to bring many years of high-quality happiness.

...AND A DOLLAR SHORT



Fassad is waiting for you back at the Yado Inn, chowing down on the banana he promised you and waiting to give you a zap instead. No matter how long it took you to deliver those Happy Boxes, you'll always arrive a minute late.

OH, SO HE'S LEAVING AGAIN

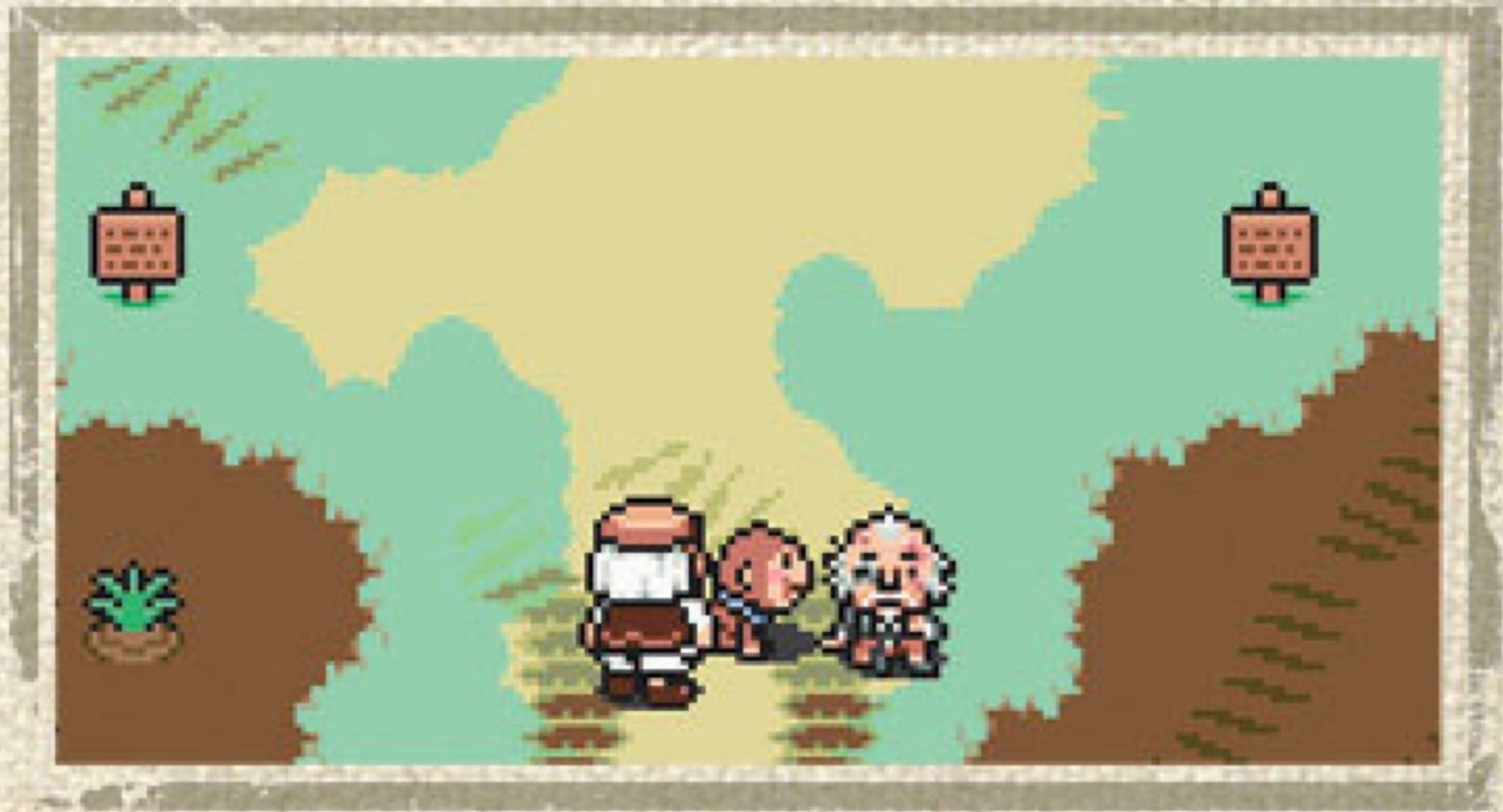


Next on your to-do list is to follow Fassad to Osohe Castle, where he has some business to take care of. Head back to the cemetery, following the muddy tracks that lead to the castle grounds.

WHAT DID YOU JUST SAY?

With Fassad back in your party, many of Tazmily's citizens have a change of heart. Pusher and Elmore, for example, wanted nothing to do with you. But when Fassad is present they'll gladly shake hands with a nasty little monkey for a chance to schmooze it up.

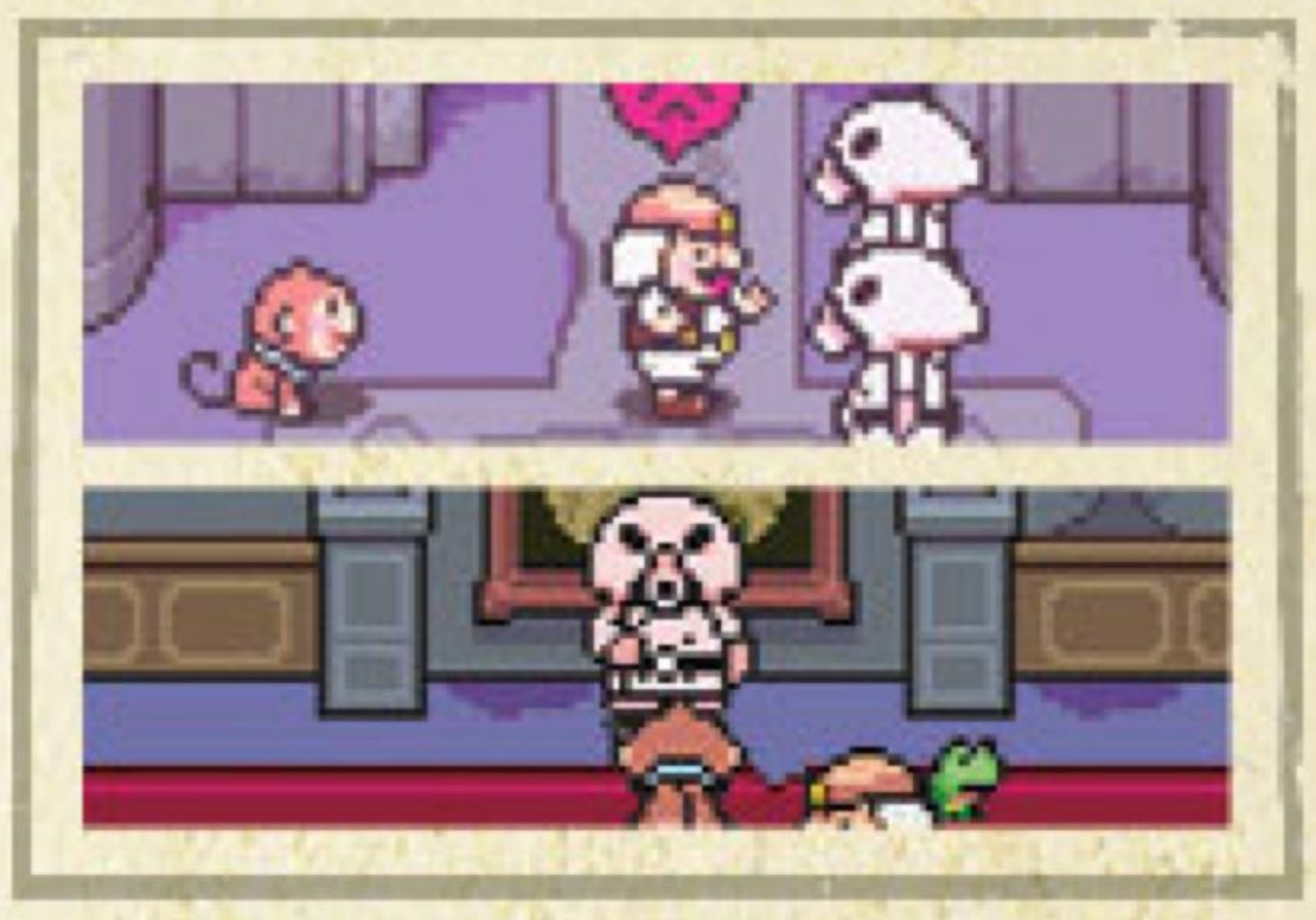
These Ruins Are Ruined



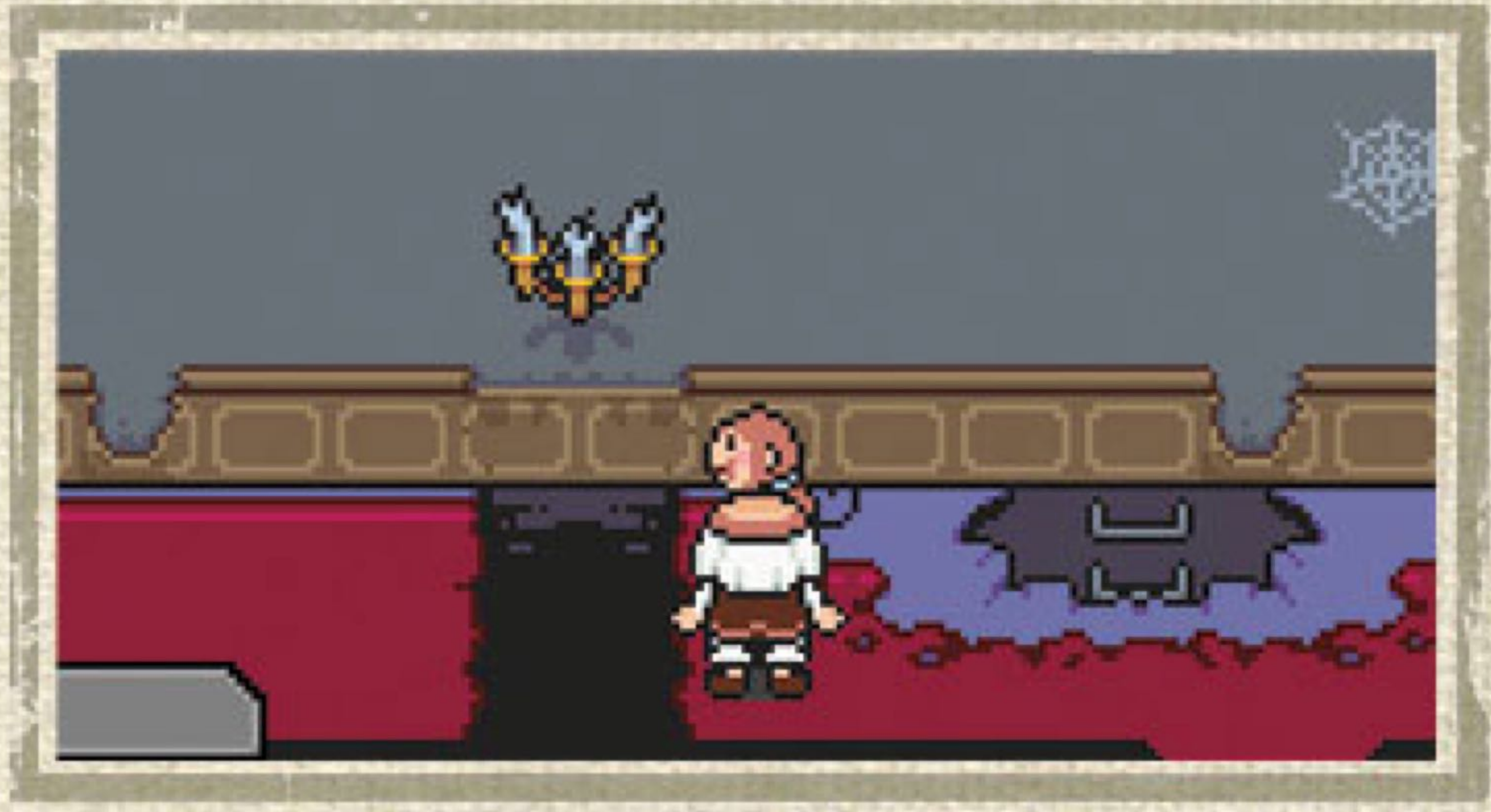
Tanks have smashed through the gates and torn up the garden along with the gardener. The Pigmasks in the foyer give Fassad the latest news: Duster and Wess are still keeping the swiney swindlers at bay, and they're headed to the top floor. Fassad's fury burns bright as he sends the soldiers to chase down the uninvited guests.

HEBETUDINOUS HOGS

The Pigmask soldiers are a loyal bunch willing to risk their lives for their mission, but are any of them doing anything risky? Talk to every Pigmask you meet along the way and it becomes perfectly clear that these guys were not chosen for their brainpower.



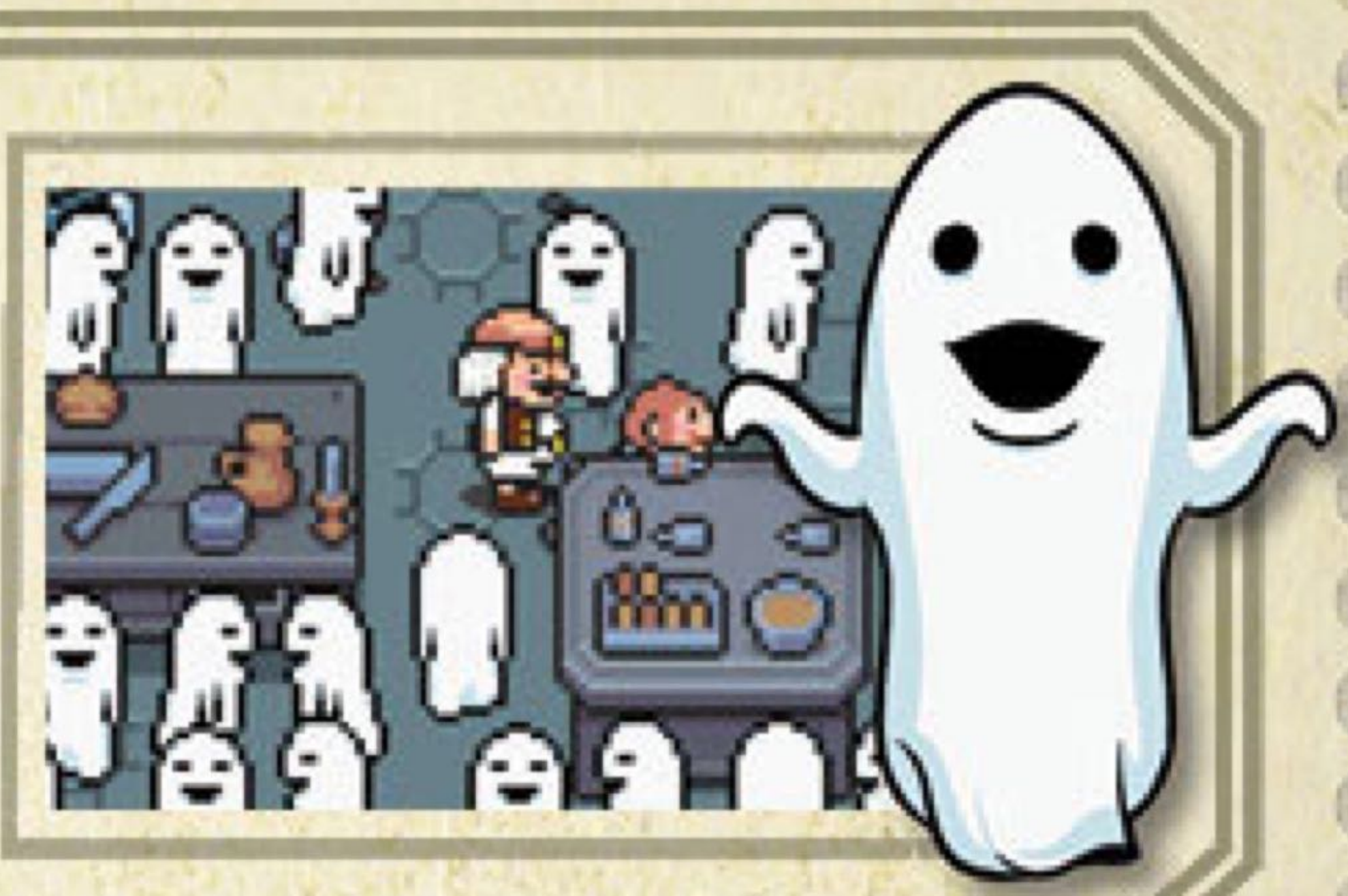
Up! Up! Up!

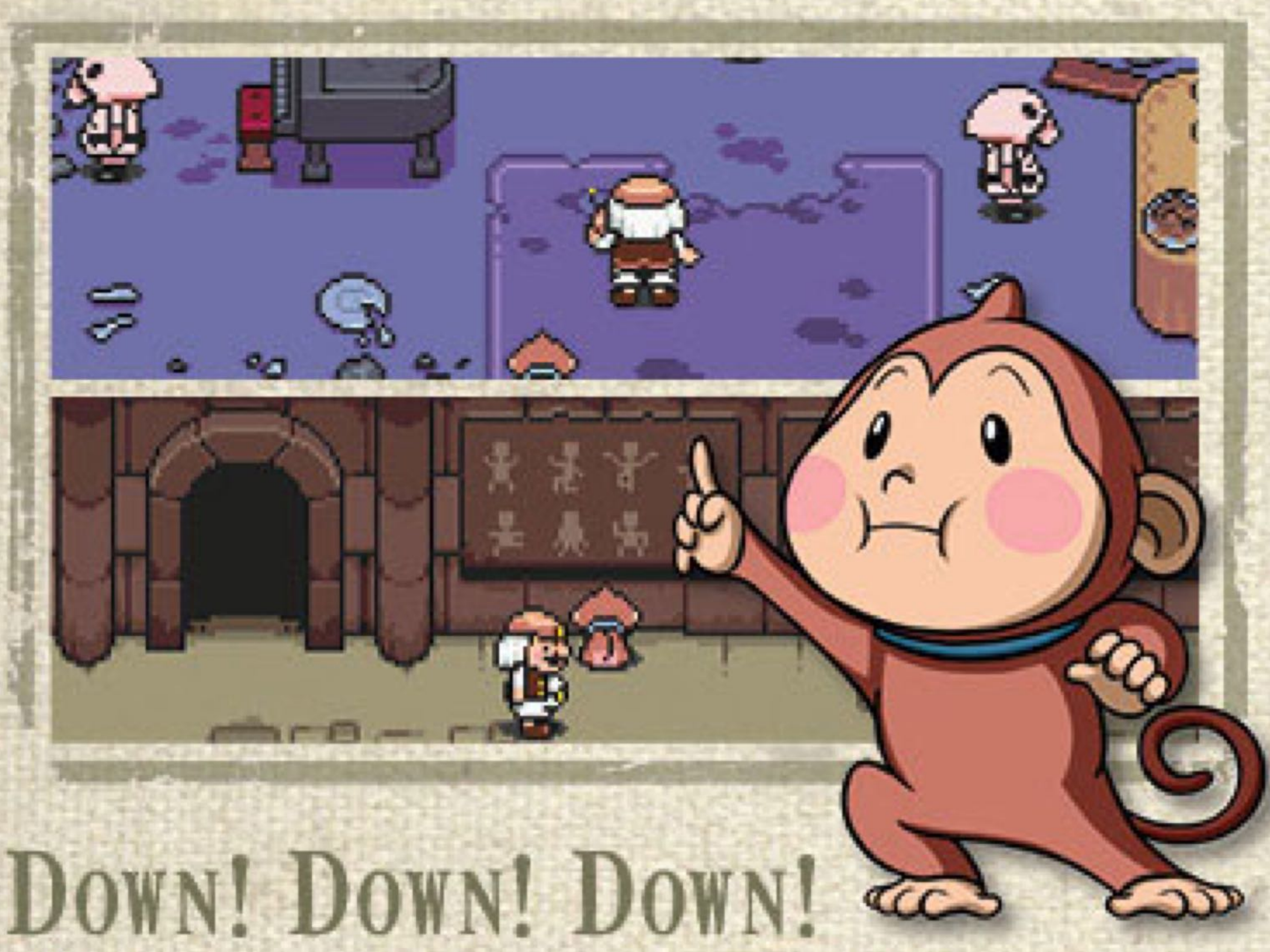


Climb up stairs and staples until you get to the gap in the hallway where Duster previously swung across with Rope Snake. There's no way a little monkey can make it across on his own. Your journey back to the first floor will be interrupted by a call: Duster and company have fallen out of reach and are in the basement.

SPOOKS IN THE KITCHEN

For a haunted castle, Osohe seems to have a disturbing lack of spirits. As it turns out, the ghastly inhabitants haven't yet migrated; the Pigmasks have corralled them using the mysterious 'power of science.'





Down! Down! Down!

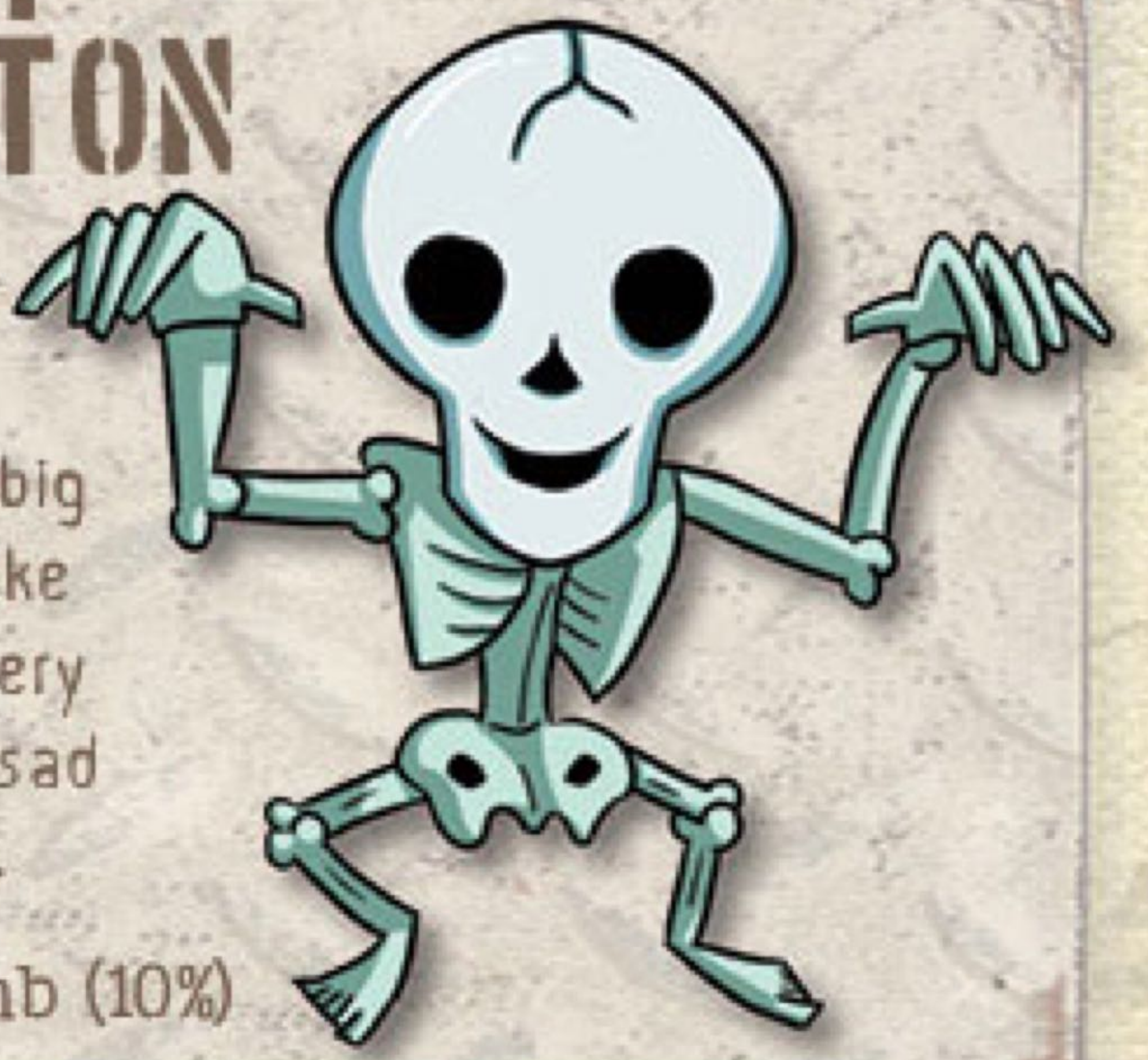
Head back to the main hallway and enter the door on the far right (to the right of the former Ghost Bazaar). Deep in the basement, Fassad notices the door and orders you to learn the proper steps. Luckily it's engraved in the walls, so study all three panels and unleash your Funky Monkey Dance!

Lever Out Of This

In the southwest corner of the basement lies a peculiar lever. Fassad forces you to pull it, unleashing a torrent that washes away Duster and co. along with the certain item Fassad has been after. There's nothing else you can do in Osohe Castle, so retire to your room back at the Yado Inn.

ENEMIES

CHEERY SKELETON

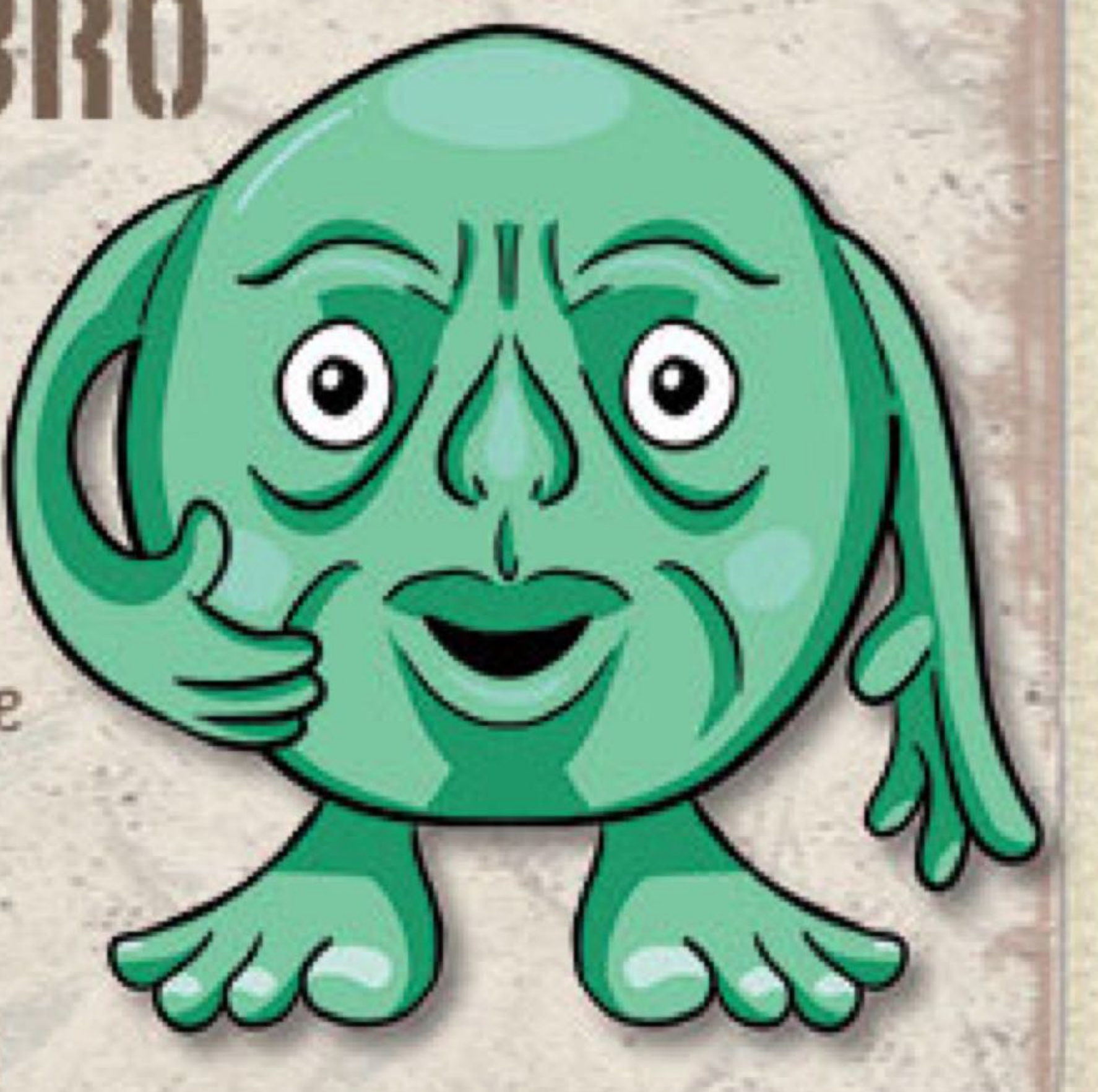


As his name suggests, this skeleton has a big funny bone: Make Laugh works every time, so let Fassad handle the rest.

Sprinting Bomb (10%)

HP: 109 | OFF: 45 / DEF: 16 | EXP: 62

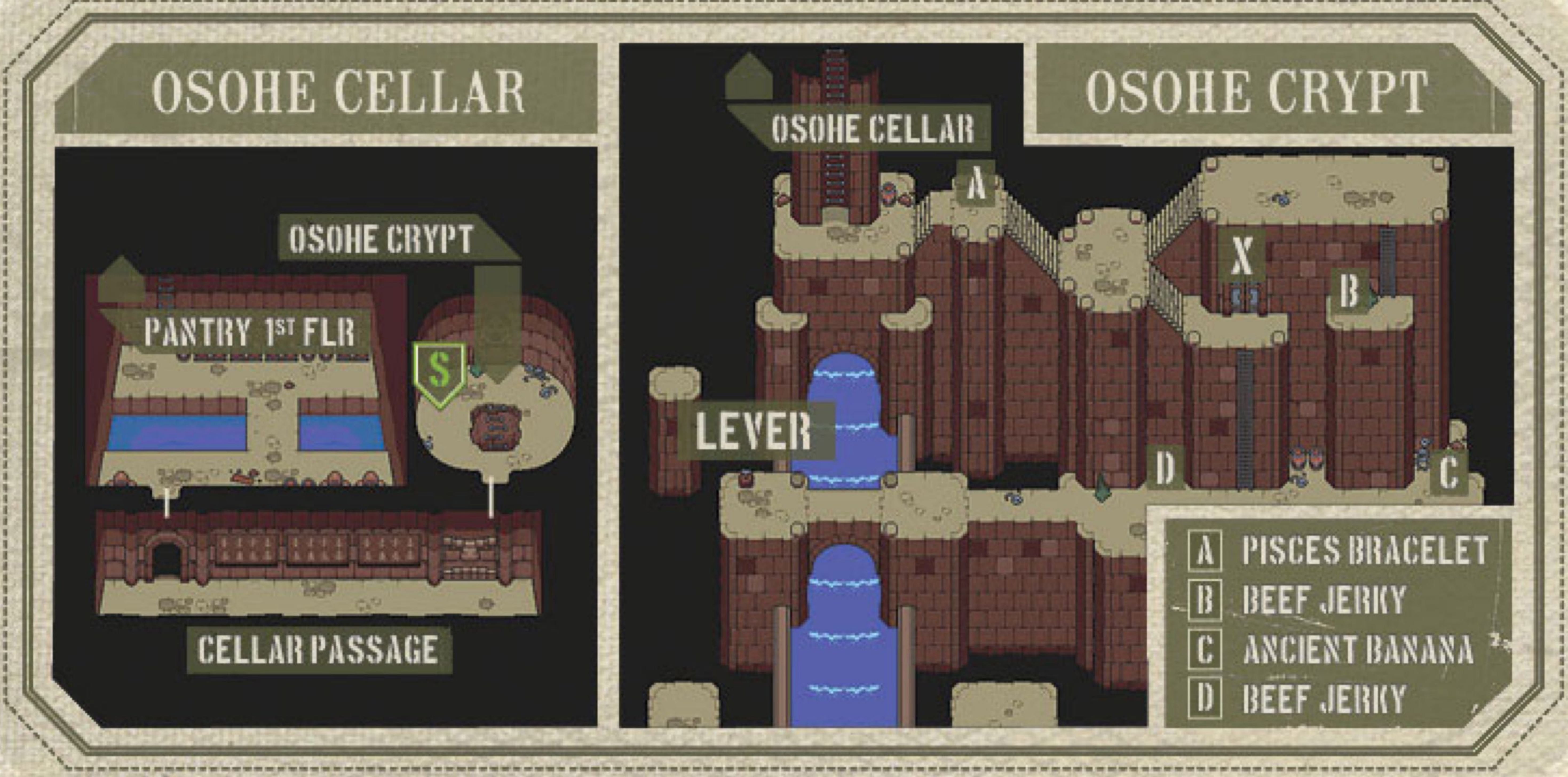
LIL BIG BRO

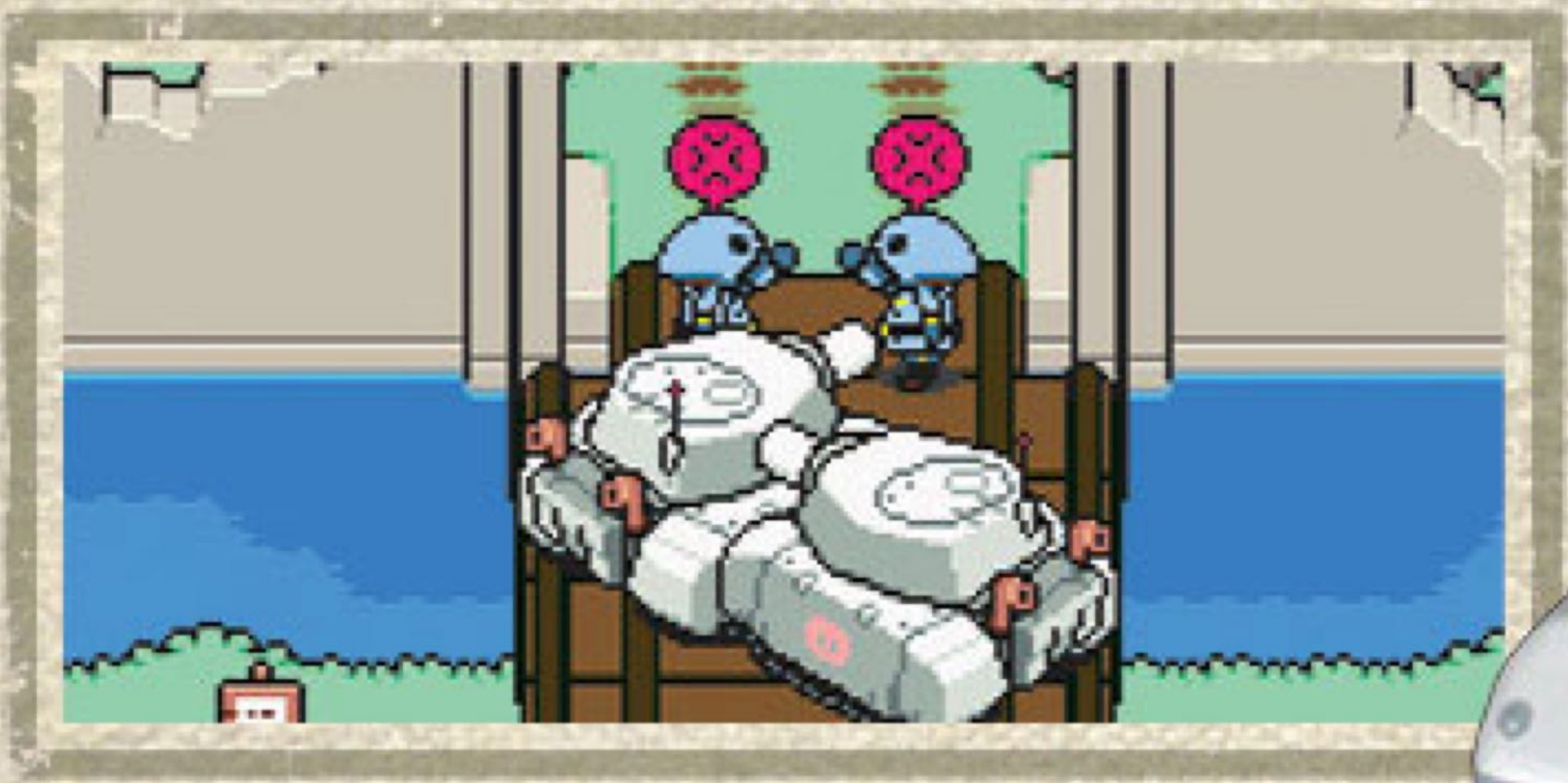


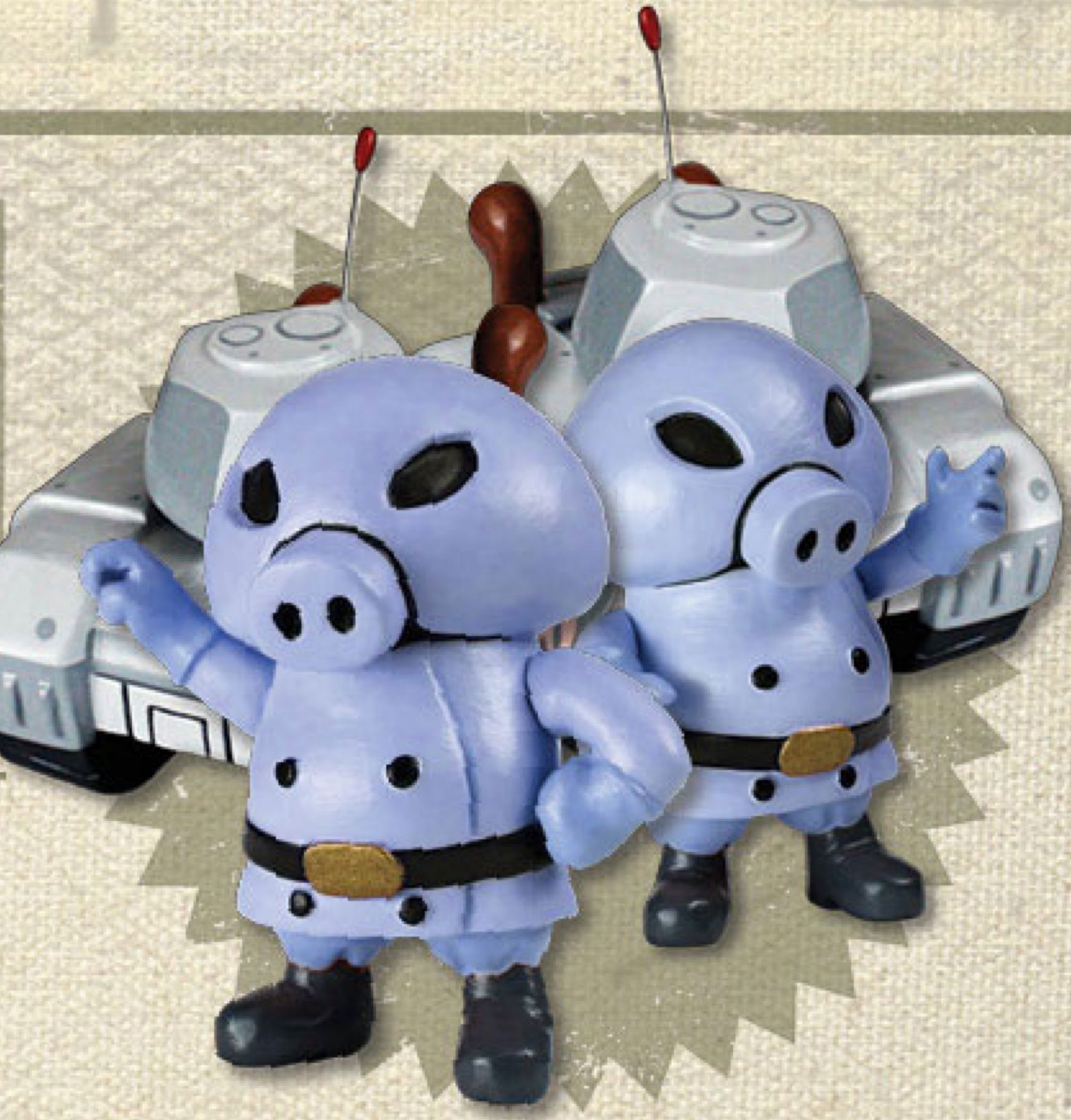
That confused look on his face makes you wonder if he really wants to battle. Lighten the mood by making him laugh.

Beef Jerky (70%)

HP: 138 | OFF: 47 / DEF: 20 | EXP: 85


OSOHE CELLAR
OSOHE CRYPT
PANTRY 1ST FLR
S
CELLAR PASSAGE
OSOHE CRYPT
OSOHE CELLAR
A
X
B
LEVER
D
C
A PISCES BRACELET
B BEEF JERKY
C ANCIENT BANANA
D BEEF JERKY

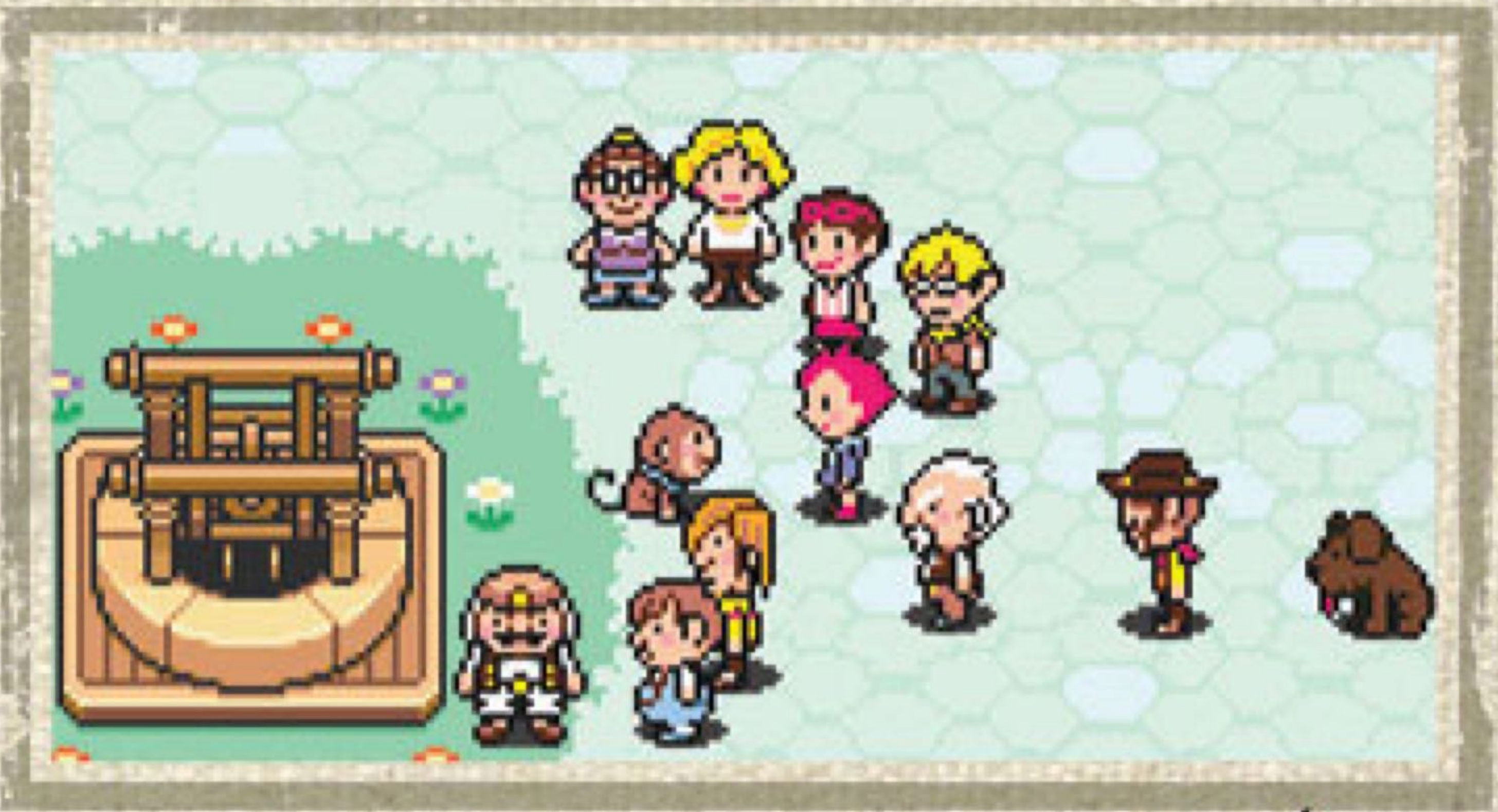




OUT OF MY WAY!

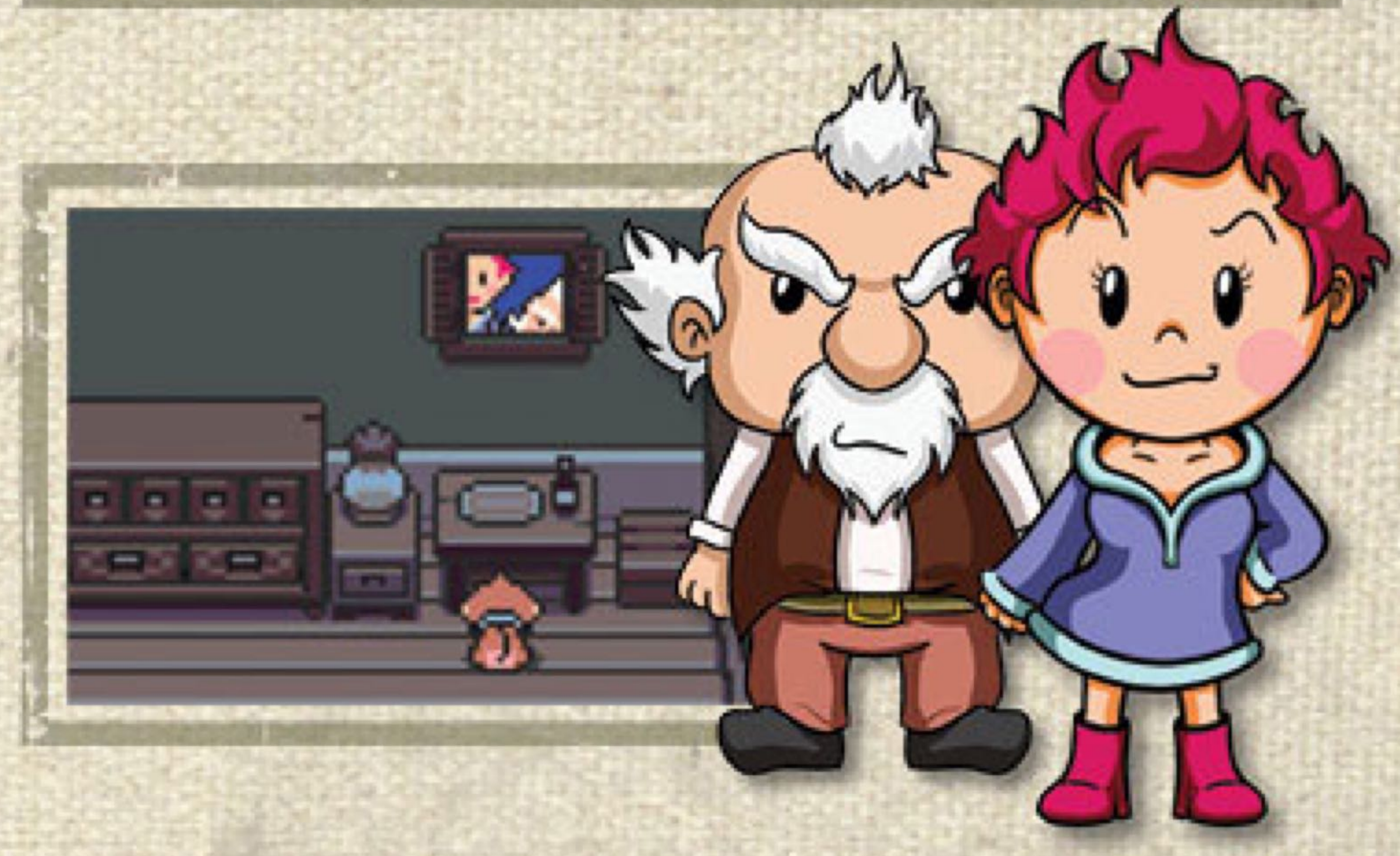
As you exit Osohe Castle a pair of arguing Pigmasks are blocking the path with their tanks. Fassad's temper quickly empties the drawbridge. Continue south to Tazmily.

MISSING MONEY + MISSING THIEF



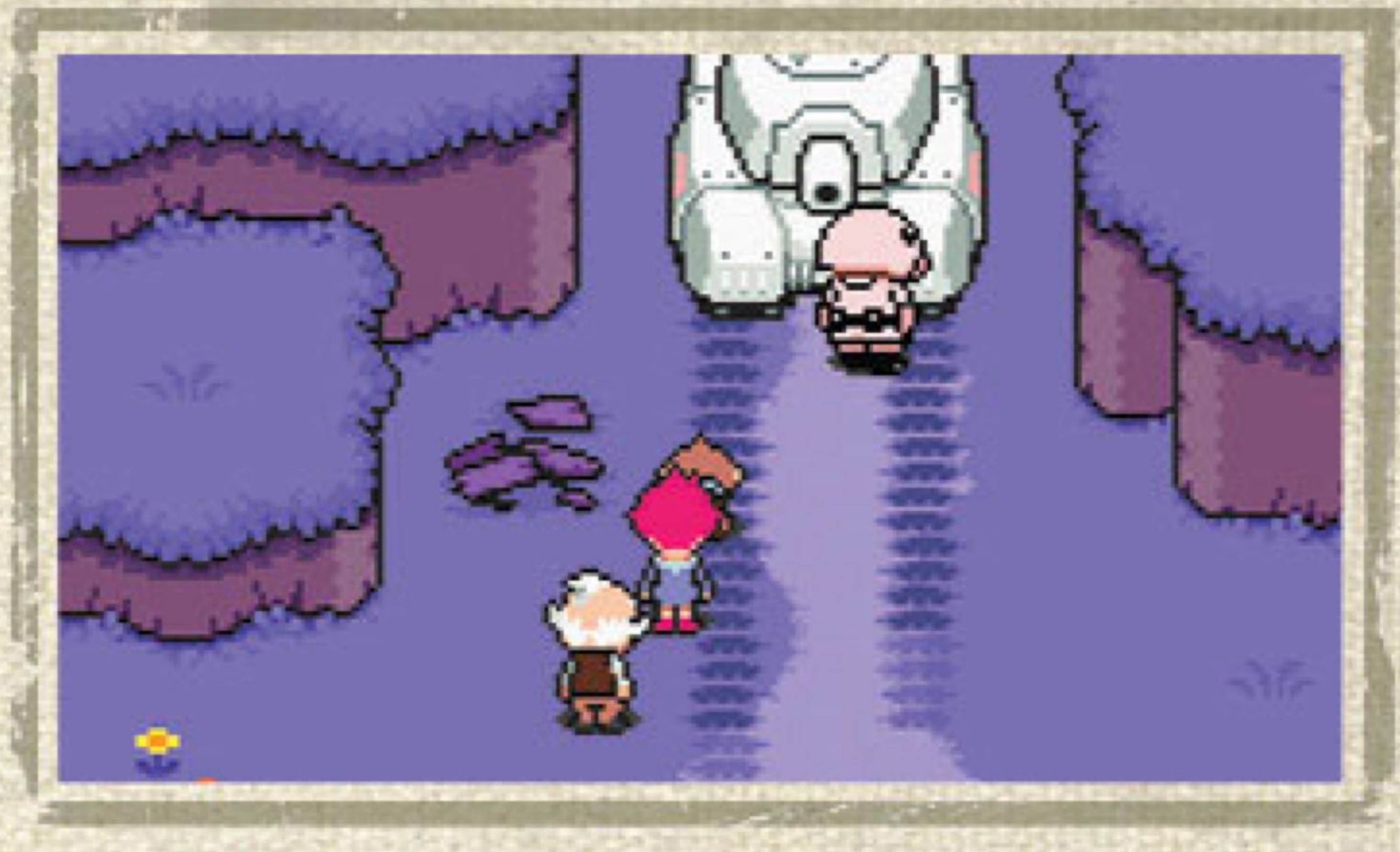
Back in Tazmily, Butch has discovered his money is missing. He accuses the easiest target: Duster, who isn't around to defend himself. While your "master" cleverly spins the situation, Kumatora gives you a knowing look. Nothing gets past Fassad, though–can't you even look at someone without being punished?

KUMATORA TO THE RESCUE



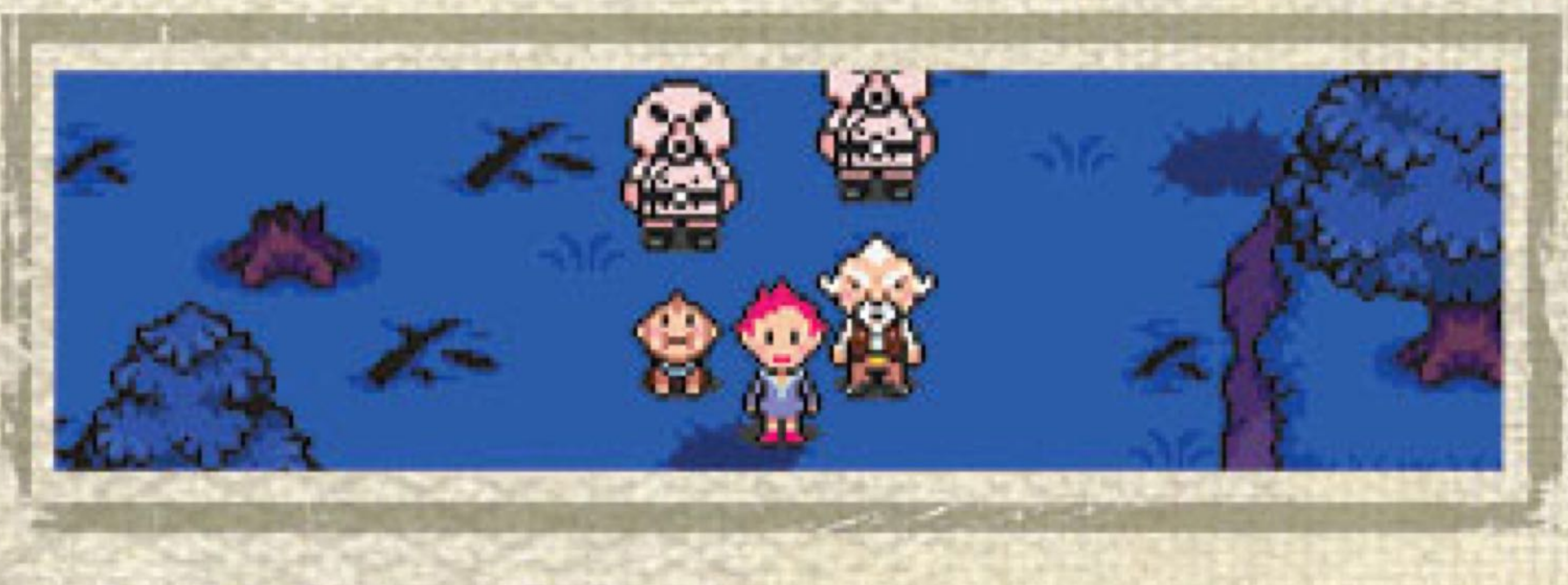
Later that night, while Fassad is fast asleep, you awake to Kumatora's voice. If you try to leave through the door or check on Fassad, he'll roll over on the remote and give you a zap. Check the window for your chance at freedom.

RUUUUN!



Fassad and his cronies are on the attack! The path to Osohe Castle is blocked by the Pigmasks, so head west to the Sunshine Forest. Isaac isn't home to lend a hand, and Pig Tanks are barricading potential exits. After finding out that they're blocking every possible path, your only choice will be to backtrack and try to escape the way you came in: through the forest.

WE'RE SURROUNDED!



Retracing your steps will lead you to an unfortunate scenario where Pigmasks surround your team. This time the tanks are loaded and on the offensive!

»CHP. BOSS«

NO WITHDRAWAL NO RETURN

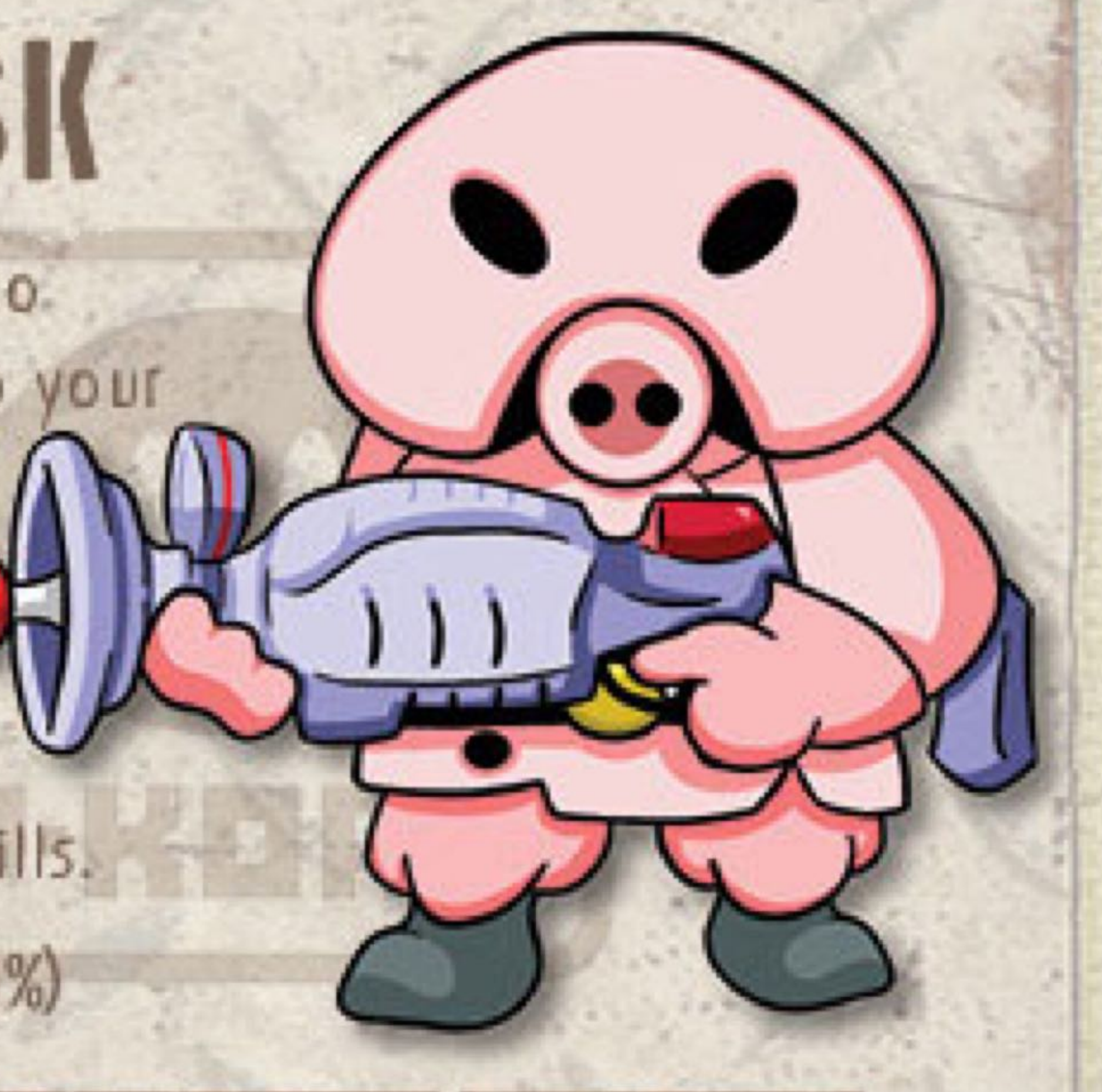
The Pig Tank has an astounding amount of HP and an Offense that packs a powerful punch. There is only a slim chance of neutralizing this foe by making it laugh, and apologizing is useless. Monkey Mimic is useful for rebounding attacks, and Dancing may alter the stats in your favor. Kumatora should belt out her most powerful PK Thunder attacks. After the tank takes a good beating a soot-covered Pigmask driver will emerge. Finish him off without worry–the cannon is jammed, so his most powerful attack is no longer an issue.

OH MY PORK!

The battle is over, but victory is hardly yours. Fassad appears with reinforcements, including another Pig Tank. Just when things look truly bleak, a hero emerges: Lucas, with Dragos for backup! The Drago exacts her revenge, dispatching the devious Pigmasks and sending Fassad flying.

ENEMIES

PIGMASK

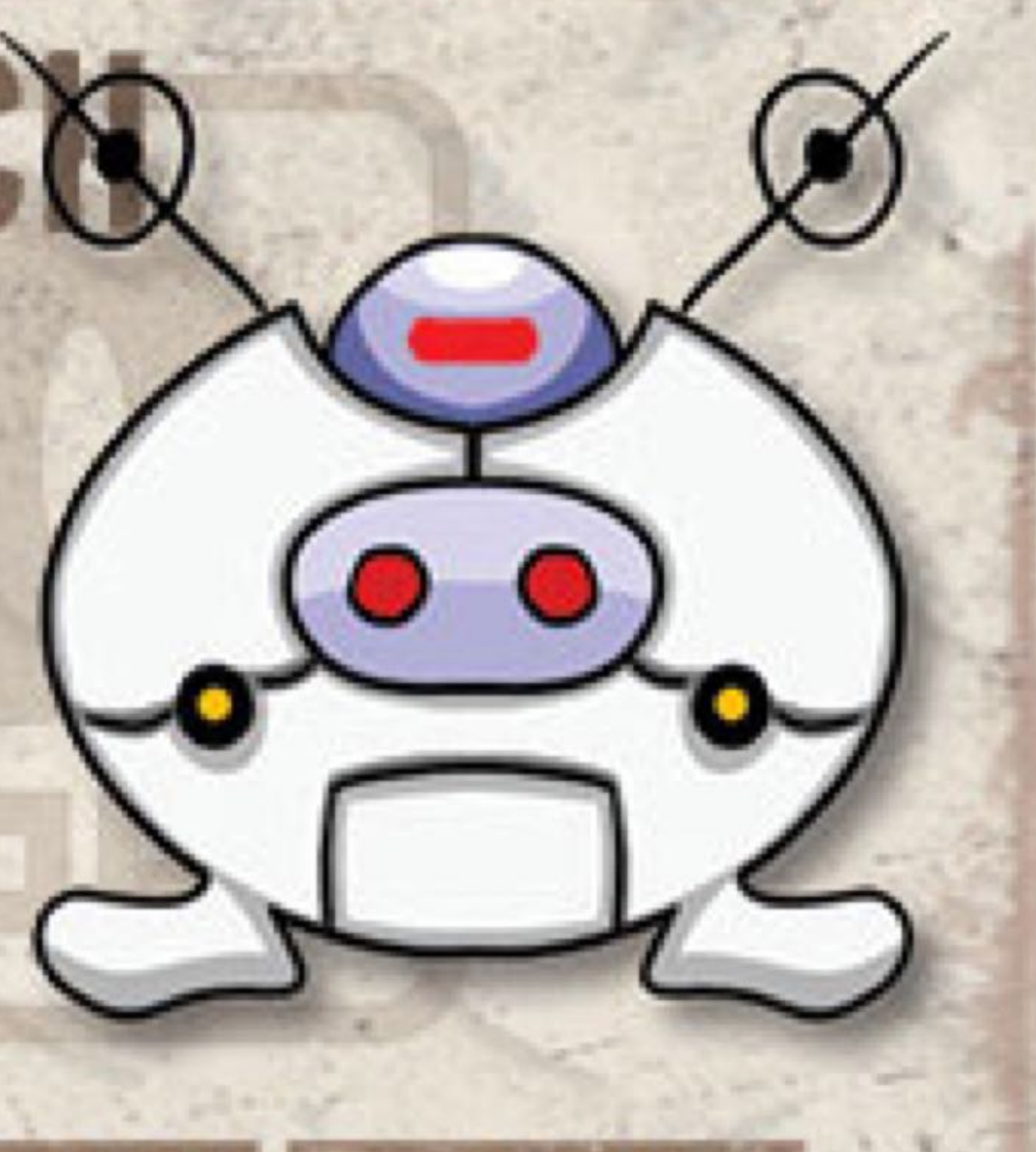


Pigmasks pose no serious threat to your powerful party. Make them laugh and take them out with some PK skills.

Pork Chips (50%)

HP: 160 | OFF: 55 / DEF: 20 | EXP: 61

RECON MECH

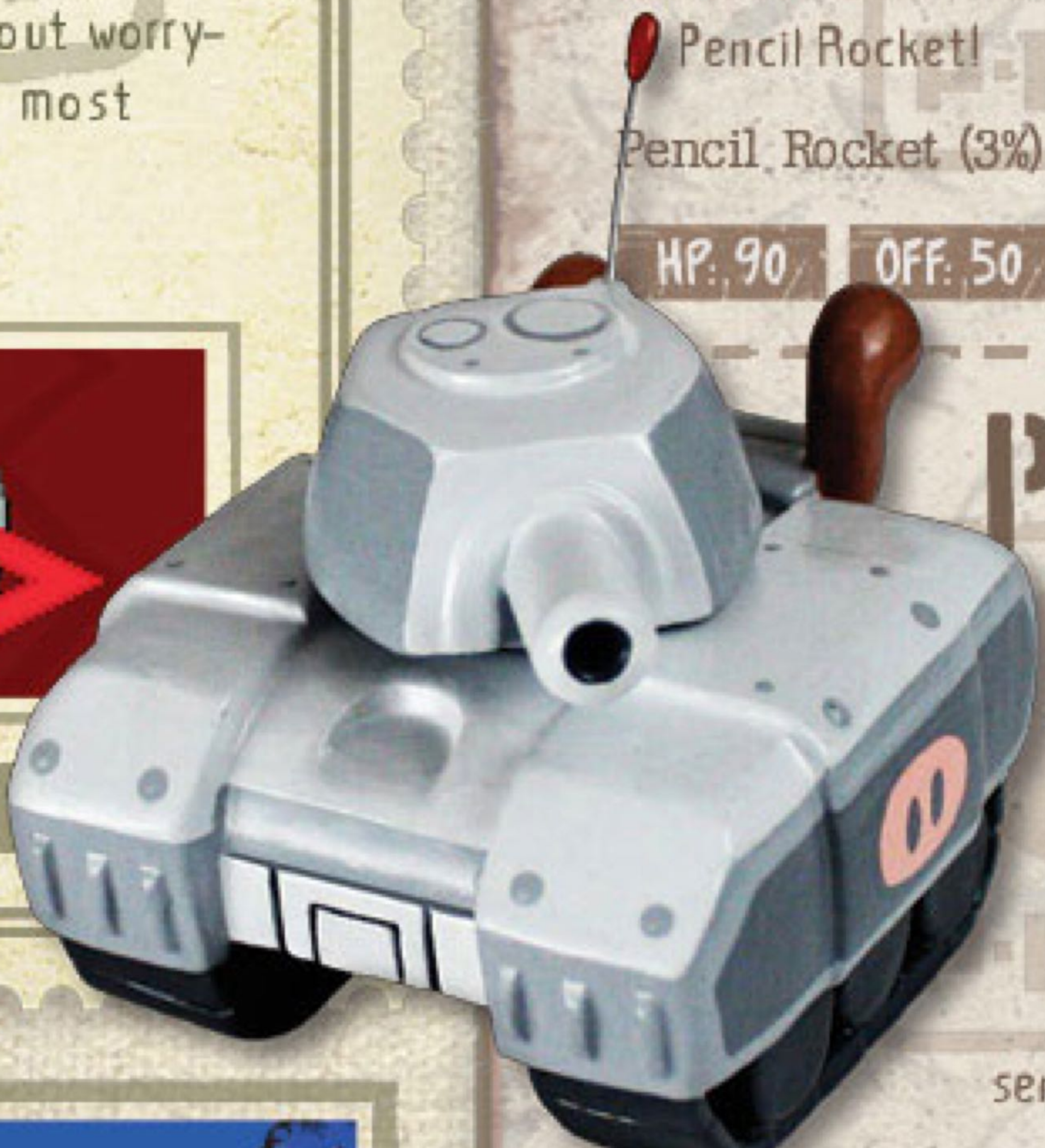


This machine's AI is susceptible to laughter. If you're really lucky, it'll leave behind a Pencil Rocket!

Pencil Rocket (3%)

HP: 90 | OFF: 50 / DEF: 35 | EXP: 65

PIG TANK



Nowhere to run, nowhere to hide, the iron horse of the Pork Army is here. Use Monkey Mimic to rebound attacks and PK Thunder. Once the tank fumes up, send the pigmask squealing.

HP: 1782 | OFF: 74 / DEF: 21 | EXP: 624

STORY TIME

Wess fills Lucas in on what's been going on, urging Lucas to protect Tazmily with his father. Kumatora and Salsa take off in search of Duster. What lies ahead for our adventurers?

CHAPTER

NO. 3

Tazmily Village is now transforming exactly according to the devious peddler's plans. Only a handful of citizens seem to realize that things which were good and right are now being systematically tossed away, one after the other.

Although prosperity is increasing, an eerie darkness seems to be growing heavier over the village at the same time.

Within that darkness, however, a frail young boy is beginning to grow ever stronger. His family is torn apart, but his resolve is strong.

The once-coddled Lucas stands ready to repaint this tale of sadness with a bright new color.

CHAPTER

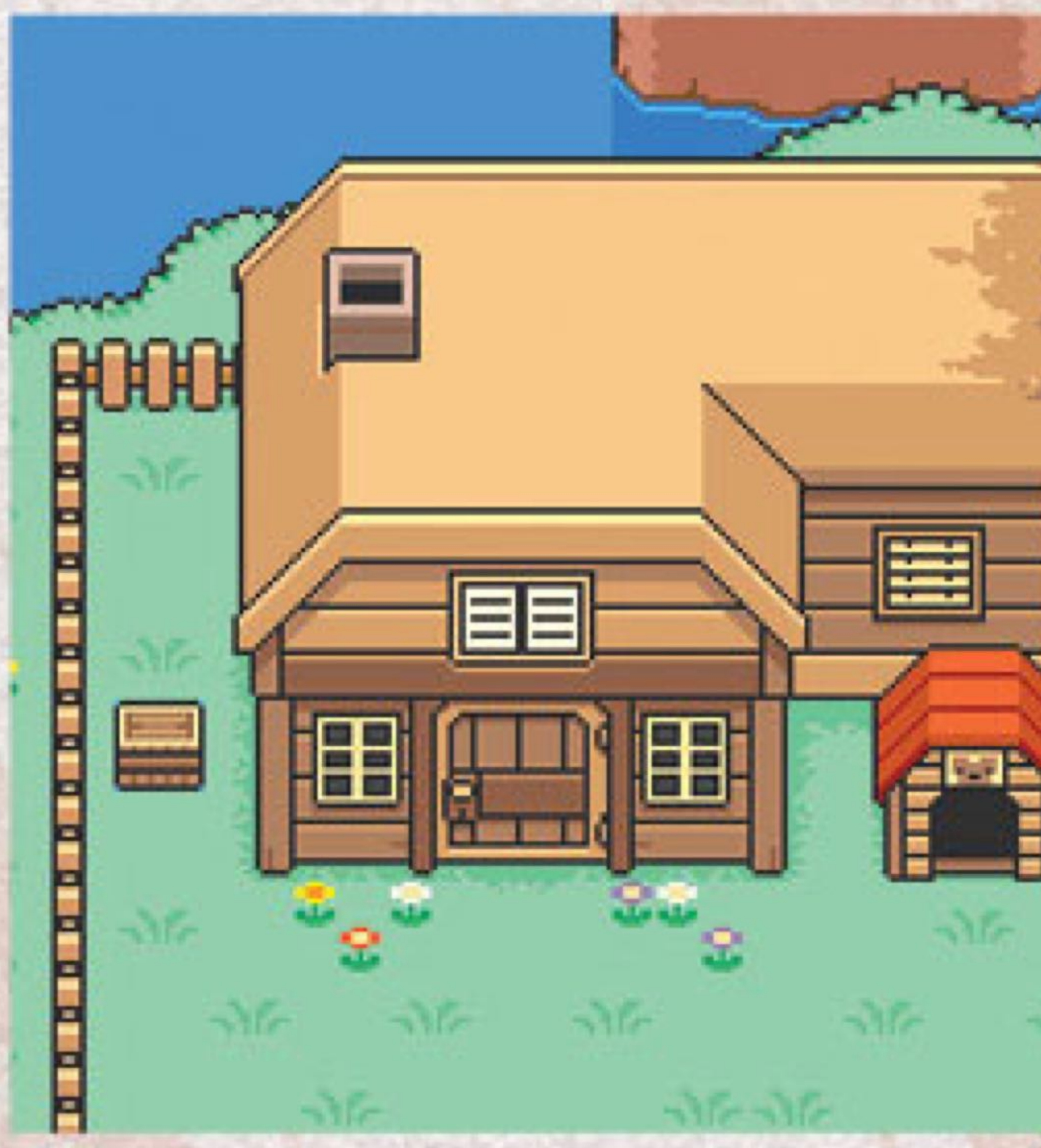
No 4

CLUB TITIBOO

CHAPTER 04

PART ONE

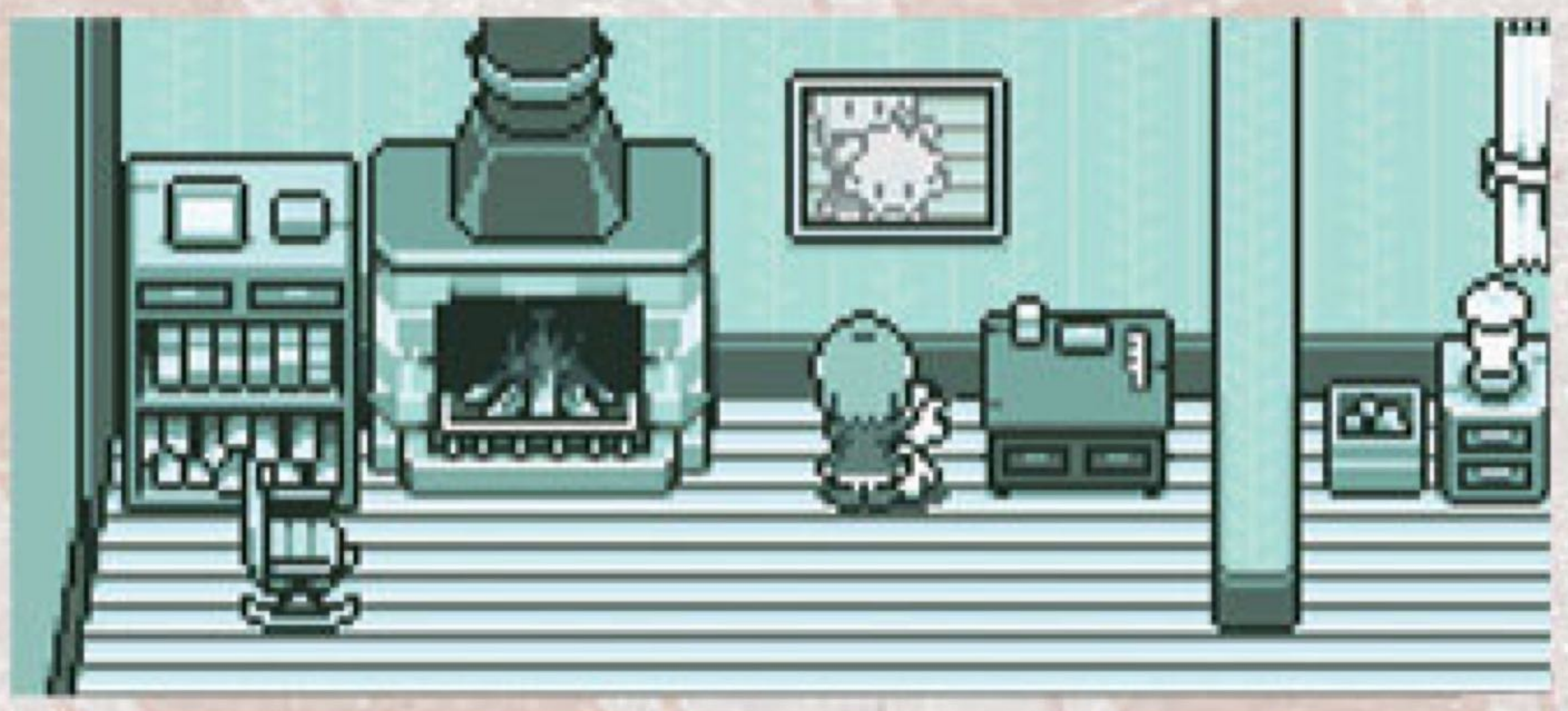
THE ADVENTURE BEGINS



Three years have passed since the dark events which transpired in the Sunshine Forest. The small town of Tazmily has been transformed into a bustling suburb filled with fancy modern buildings and new modes of transportation. Fassad is still preaching in the converted town square, and there seems to be some kind of persistent lightning storm looming…

A NEW BEGINNING

Lucas wakes from a recurring dream, padding solemnly through an empty house while memories of his mother fill his head. Flint only ever returns for a few hours of fitful sleep each night before the sun rises, leaving for the cliffs before dawn.

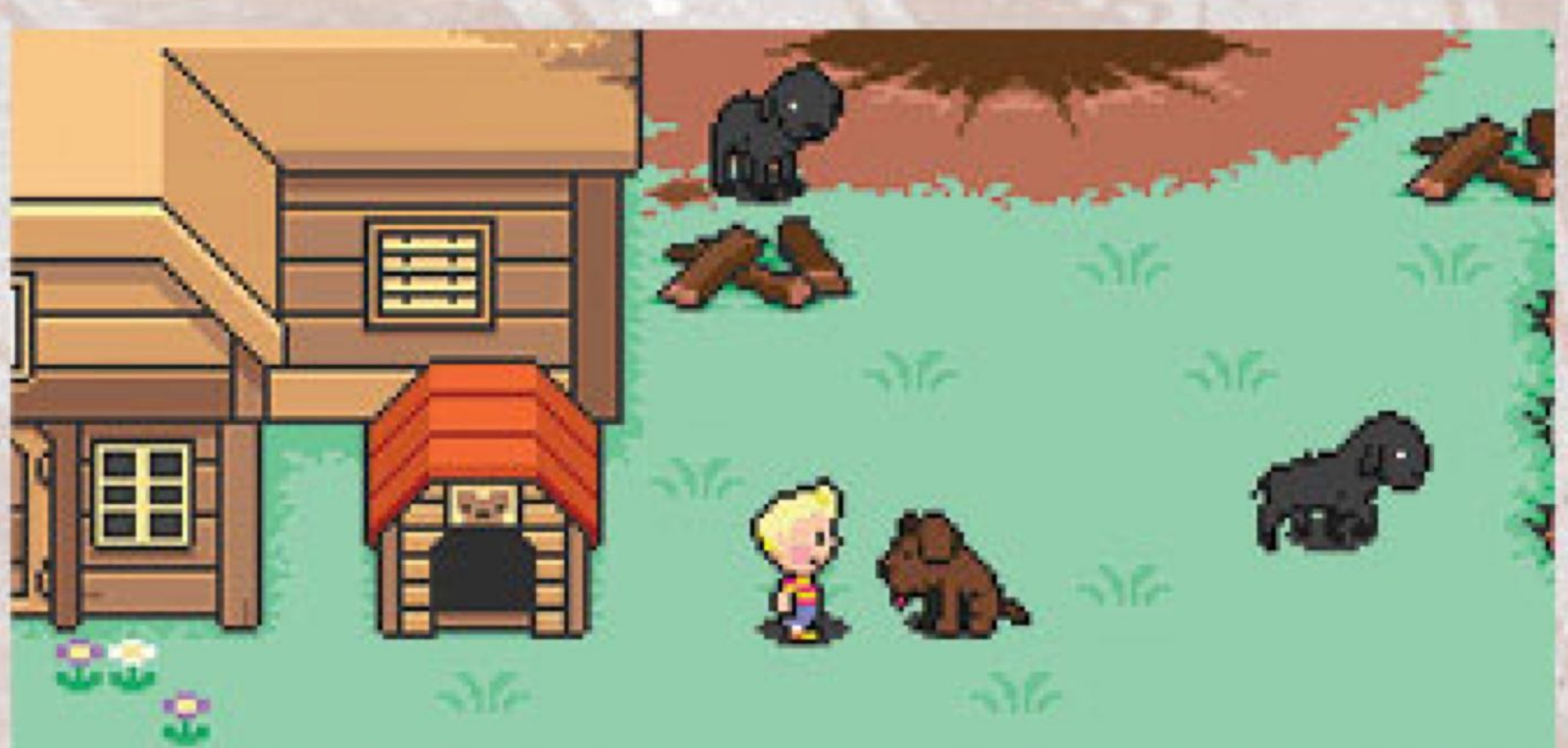


CHANGING

Along with the town, Lucas has grown and changed. Memories of the past, however, still haunt him. It might be a good idea to visit Hinawa's grave, but be sure to change in front of the mirror first.

ALIVE-STOCK

Flint's small ranch has certainly seen better days—charred livestock wander aimlessly around the remains of their stable. None of the animals seem fazed by this, for some reason. As you head toward town, Boney decides he's willing to take you for a walk.



BONEY

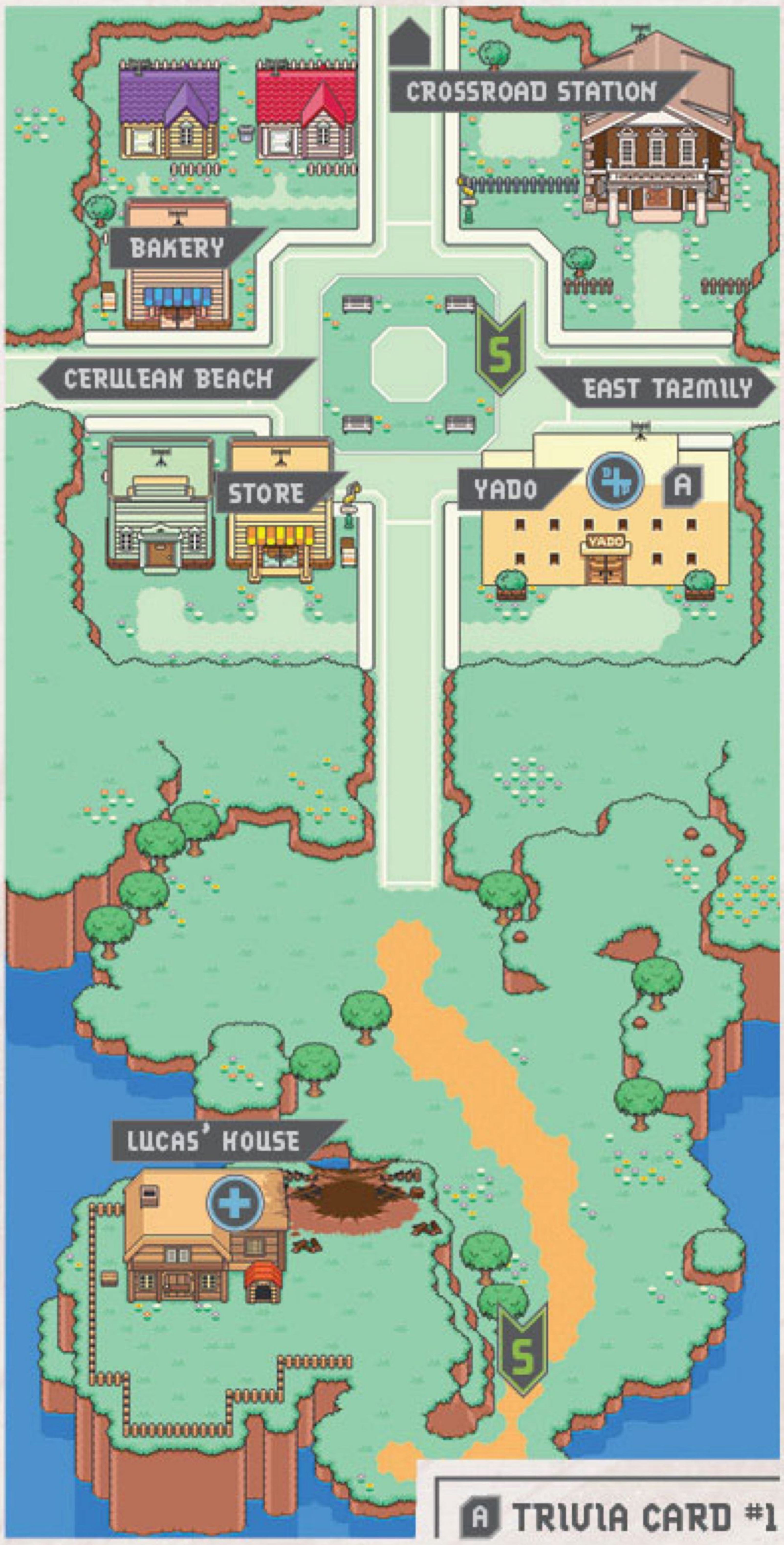
A FAITHFUL FRIEND

Boney has been by Lucas's side these past few years and is not about to leave him now. This friendly pup will help you fight anything that gets in your way. He can even use items too, despite not having opposable thumbs.

MAP

TAZMILY VILLAGE

TAZMILY SQUARE & SOUTH SHORE


CROSSROAD STATION
BAKERY
S
CERULEAN BEACH
EAST TAZMILY
STORE
YADO
YADO
A
LUCAS' HOUSE
S
A TRIVIA CARD #1

DRAGON POWER!

A Save Frog near your house asks for your full attention—you can try to ignore him, but he's pretty persistent. And with good reason — there's a new currency system in place known as Dragon Power or DP for short. Lucas can now buy and sell items, and enemies will now drop DP. You can deposit and withdraw DP from Save Frogs as if they were little green ATMs. Welcome to the age of money!

LIGHTNING HOUSE

FOUNDED 4 YRS AGO

Struck by lightning more than any other house on the island, 1 out of every 10 visitors to Lightning House has a chance of witnessing a strike in person!

Weeknights from 8PM – 8AM
Admission must be paid in DP —NO BARTERING
No pet birds, umbrellas, or bronze sculptures, please

Come see the spectacle of the Nowhere Islands' most infamous & unlucky house:

TAZMILY

TOUR PAMPHLET

P-KORP

DEAR *Valued Guest and Visitor*

Thank you for choosing Yado Inn, the latest in luxury suite lodging. Your patronage is important to us. During your stay in fabulous Tazmily, please carry one of these free Tourism Guides, graciously provided by the Mayor's Ontological Network of Entrepreneurs and Yeomen.

DOLPHIN OSSICLES

You can find Dolphin Ossicles near the beaches. Come back later and more will appear. These are only good for selling at a low price (about 5 DP), but every little bit helps!

METAPRESENTS

From time to time you will find a present holding nothing but a simple tune. Sit back and enjoy, because it only plays once. Sometimes the best gift is a fun memory.

THUNDER BOMBS

Even though his house was seized and converted, old man Wess still manages to keep that secret box of Thunder Bombs stocked. Be sure to grab a few!

MAGIC BUTTERFLIES

You can find a Magic Butterfly hiding in a vase on the first floor of Mayor Pusher's Mansion. It doesn't do much, but it's a nice way to relax.

EH, OSOHE

The former party castle is full of crumbling suits of armor and tired ghosts. You can get a Rotten Eclair (to trade for Jerky at the top of the ladder!) and a Dolphin Ossicle from Li'l Ghosty if you answer his questions properly. Otherwise, it will just be awkward…

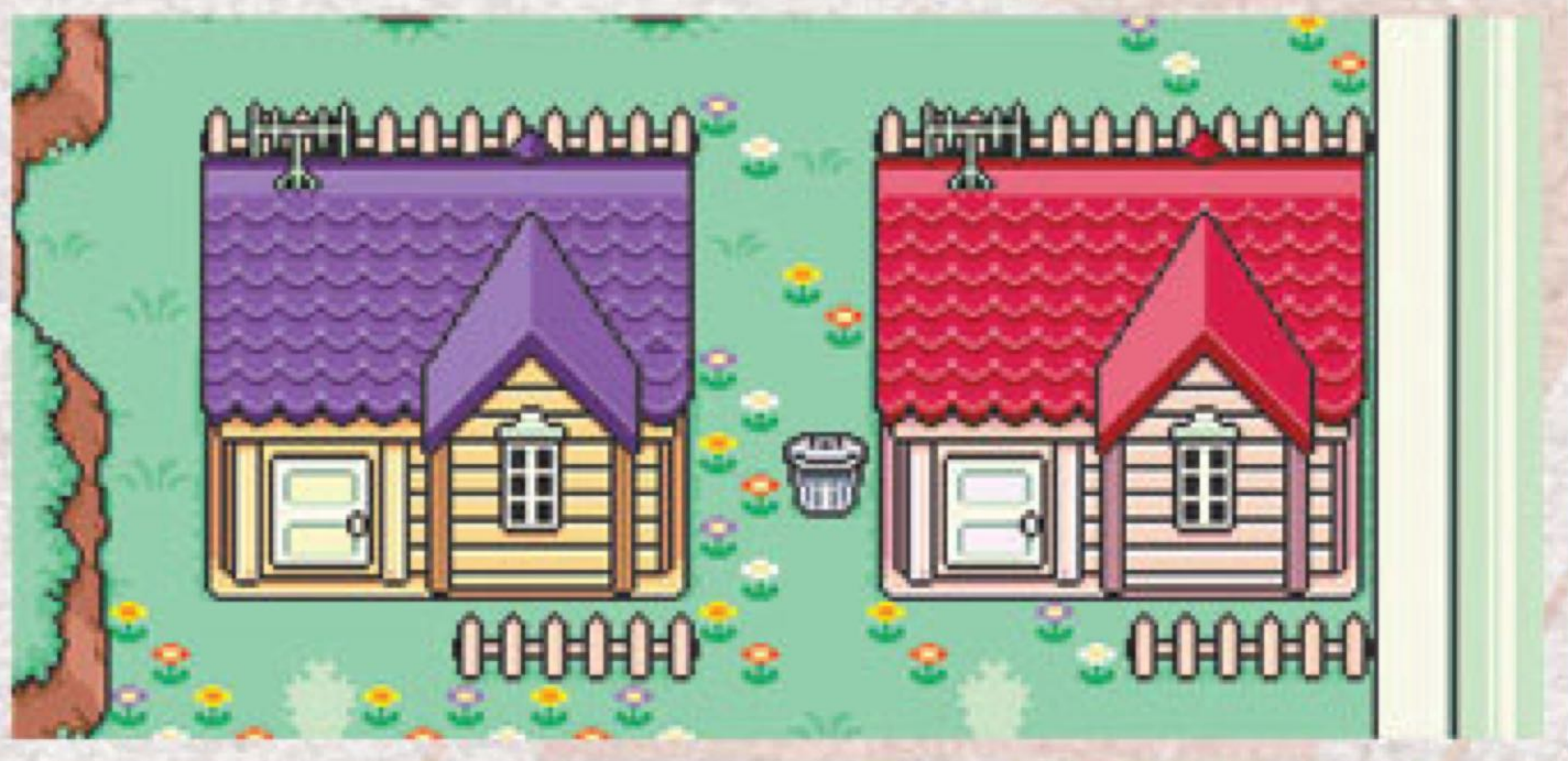
NOT SO BAZAAR

Thomas's Bazaar has been redesigned and refurbished to accommodate all your modern needs! Remember to bring DP, as bartering is no longer accepted…

PROVIDED BY THE NEW PORK TOURISM DEPARTMENT

URBAN RENEWAL

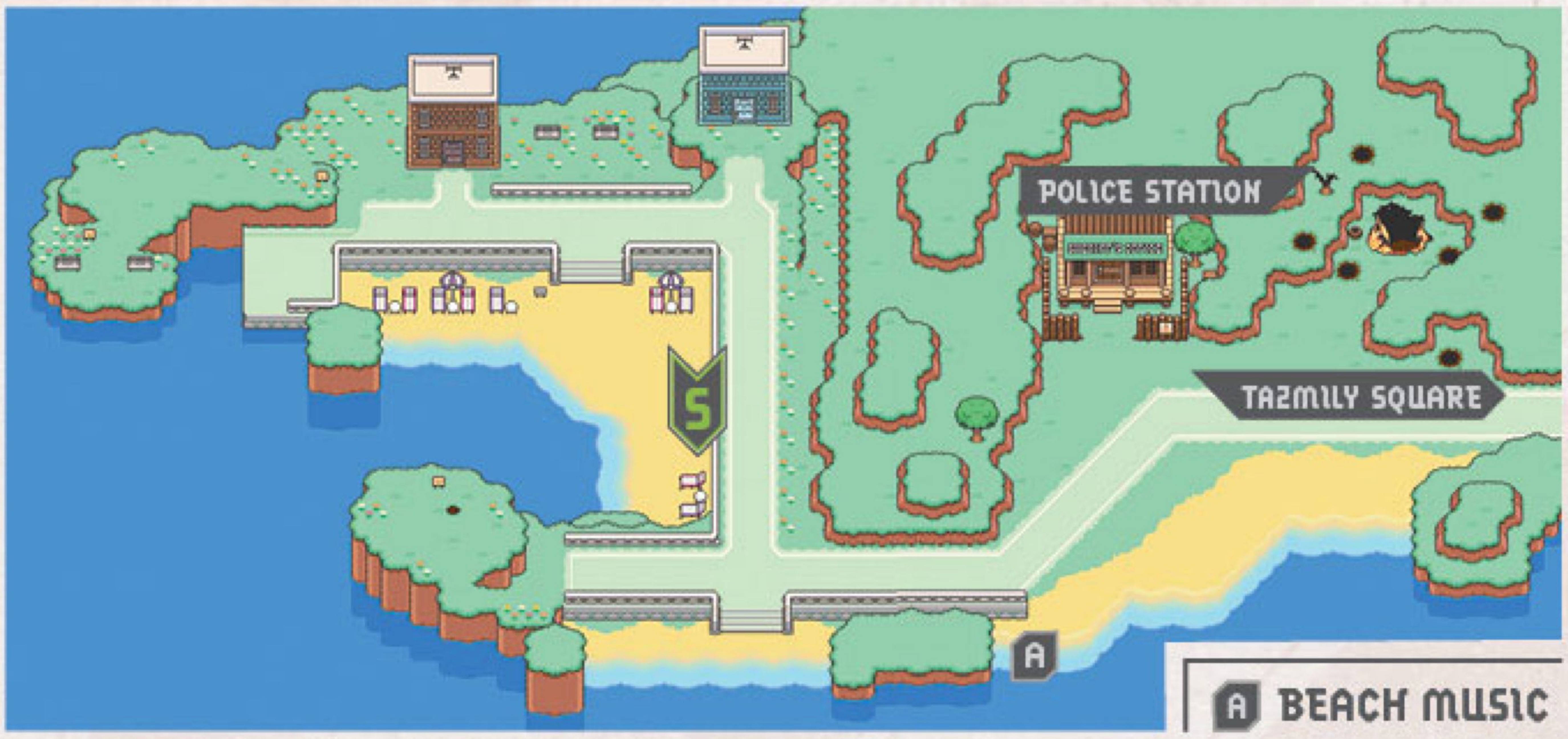
Tazmily Village no longer looks as rustic as it once did. The modernized buildings are surrounded by paved roads and every house has a Happy Box. Well, almost every house. Now is a good time for Lucas to explore and get up to speed with the latest village happenings.



MAP

CERULEAN BEACH

SUNSHINE-FILLED BEACHES OF WESTERN TAZMILY



THE ADVENTURES OF DOORKNOB PART 2

Doorknob gleamed proudly as the medal of recognition was draped around its bronzed neck. In its first three years as a law enforcement knob, the brash young accessory had jailed dozens of shiftless punks, repeatedly placing itself in harm's way as bait for the department's various shakedowns and stings. Despite its decorated service, however, Doorknob longed to break free of the ranks of the law enforcement industry…

TO BE CONTINUED…

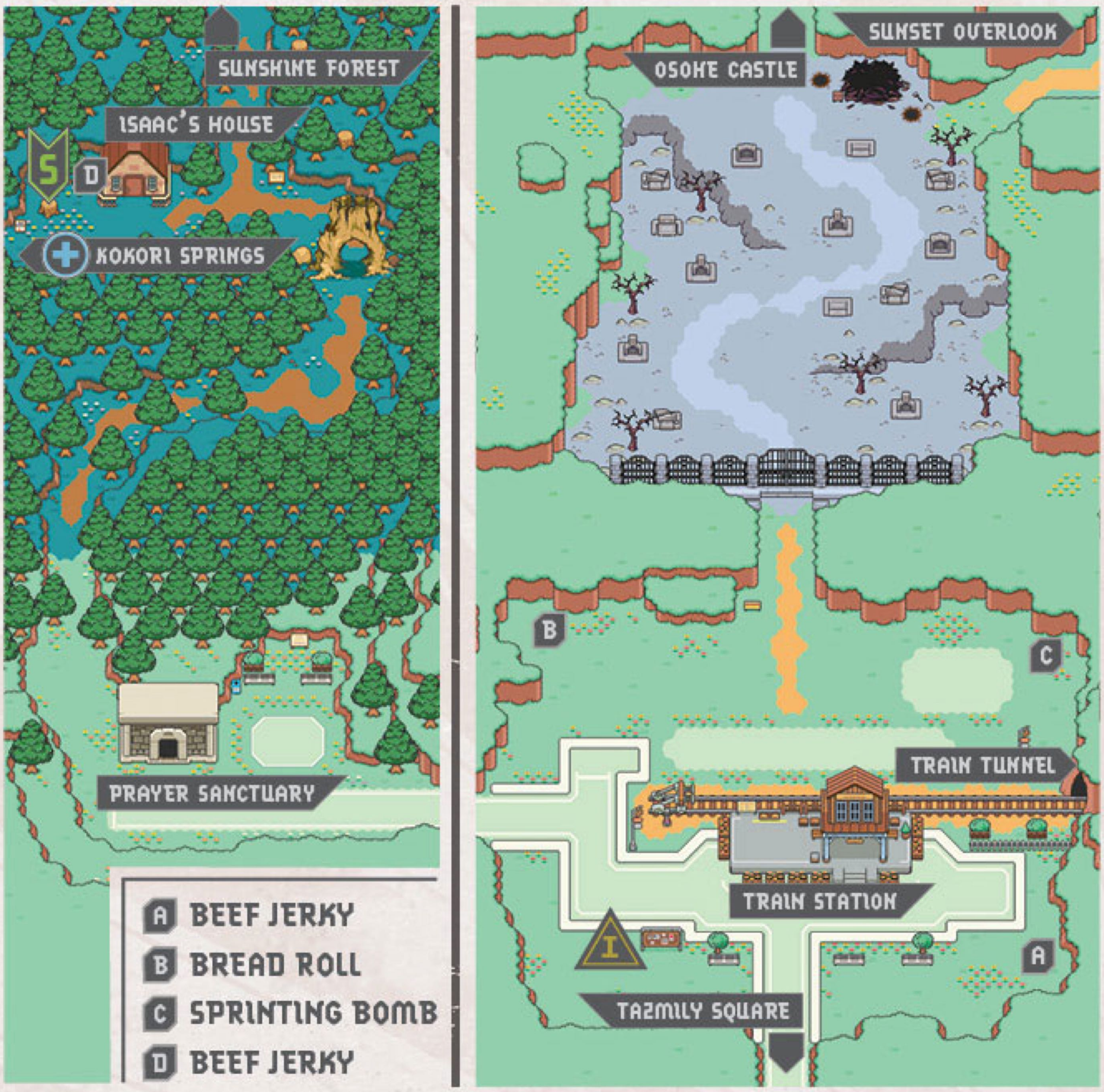
SUNSHINE & LIGHTNING

It seems that Lucas and Flint's house isn't the only place in town suffering from inexplicable sunny-day lightning strikes. The destruction of Alec's cabin forced him into the old folks' home, poor Reggie's tent has been reduced to ashes, and the list goes on. Stranger yet, the happier citizens don't seem to regard these as disasters…

MAP

CROSS ROAD STATION

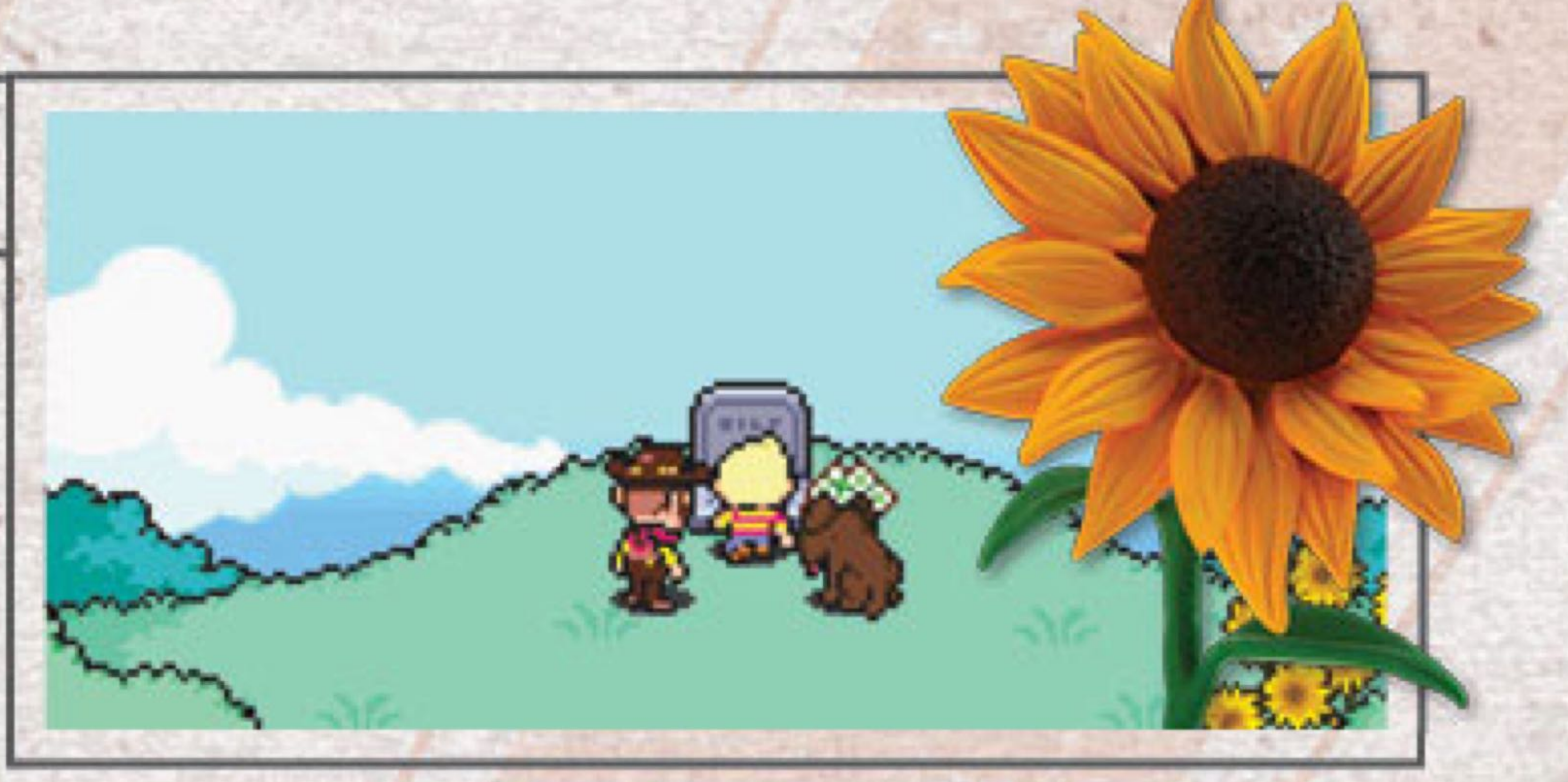
THE FOREST GROTTO , SUNSET CEMETERY, & THE TRAIN STATION


SUNSHINE FOREST
ISAAC'S HOUSE
S
D
KOKORI SPRINGS
PRAYER SANCTUARY
SUNSET OVERLOOK
OSOHE CASTLE
B
C
TRAIN TUNNEL
TRAIN STATION
I
A
TAZMILY SQUARE

- A BEEF JERKY
- B BREAD ROLL
- C SPRINTING BOMB
- D BEEF JERKY

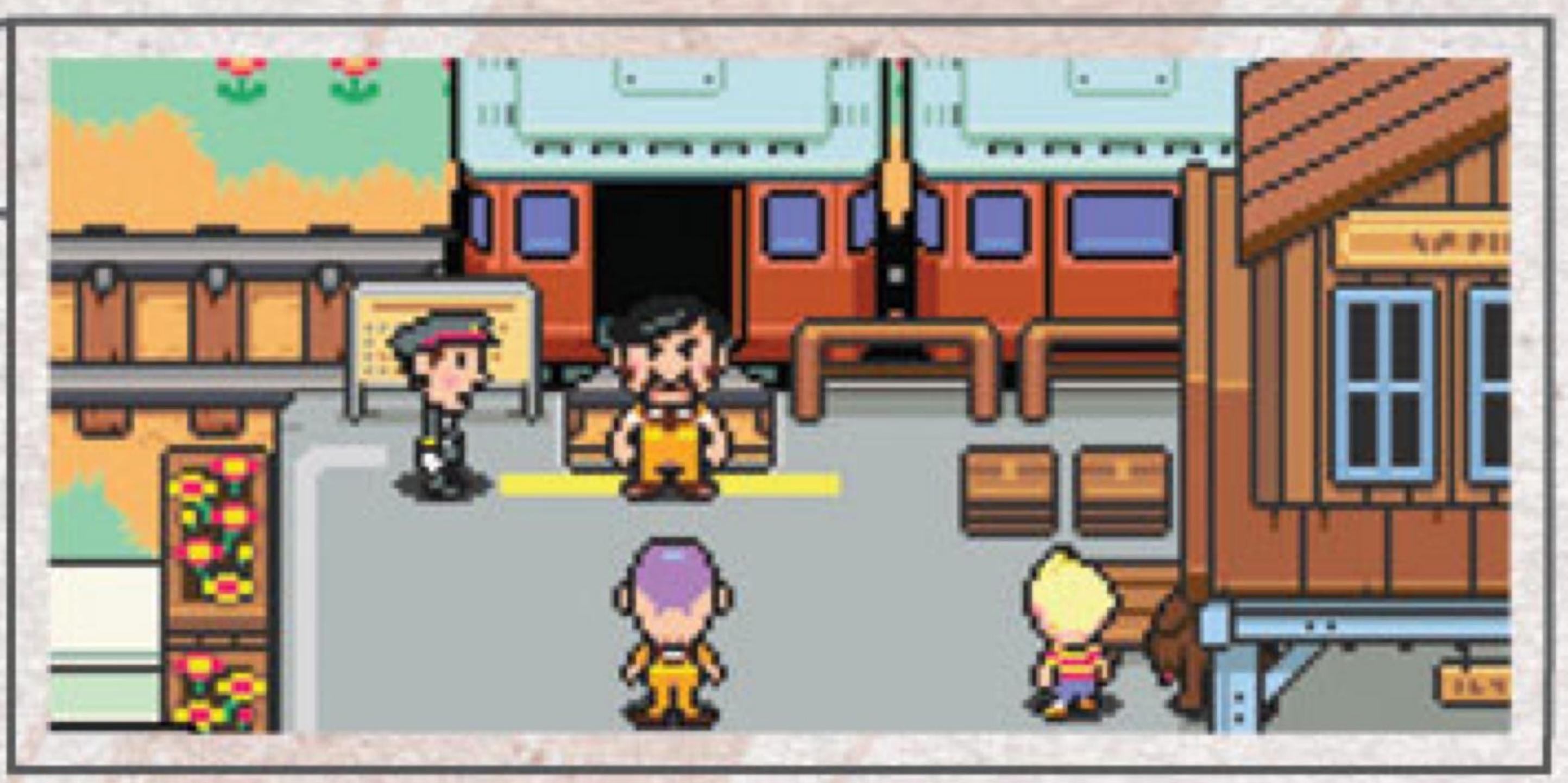
PAYING RESPECTS

Flint is at Hinawa's grave paying his respects. When you speak to him, he suggests you do the same. Hinawa's grave triggers another flashback to happier times. When you're done reminiscing Flint will be gone…but where did he go?



RIGHT ON TIME

It looks like a new train station was built over the old dirt crossroads. Go to the platform and witness a discussion between Bronson and Jackie. It seems Duster is still missing and that someone at "Club Titiboo" looks just like him. Perhaps you should tell Wess…



THE TAZMILY CENTRAL

Bringing You a Utopian View

MESSAGE BOARDS

Hey there, residents of Tazmily! Have you got something important to say but no one to hear you out? Got a job you want to advertise? A proclamation to announce on high? Then you're in luck, as the benevolent Mr. Fassad and his hardworking Pigmasks have created just the place for you! Stop on by the big board near Cross Road Station to read – or supply – the latest gossip from people like you!

P-KORP

From forests to shores, mountains to fields, improve your world.

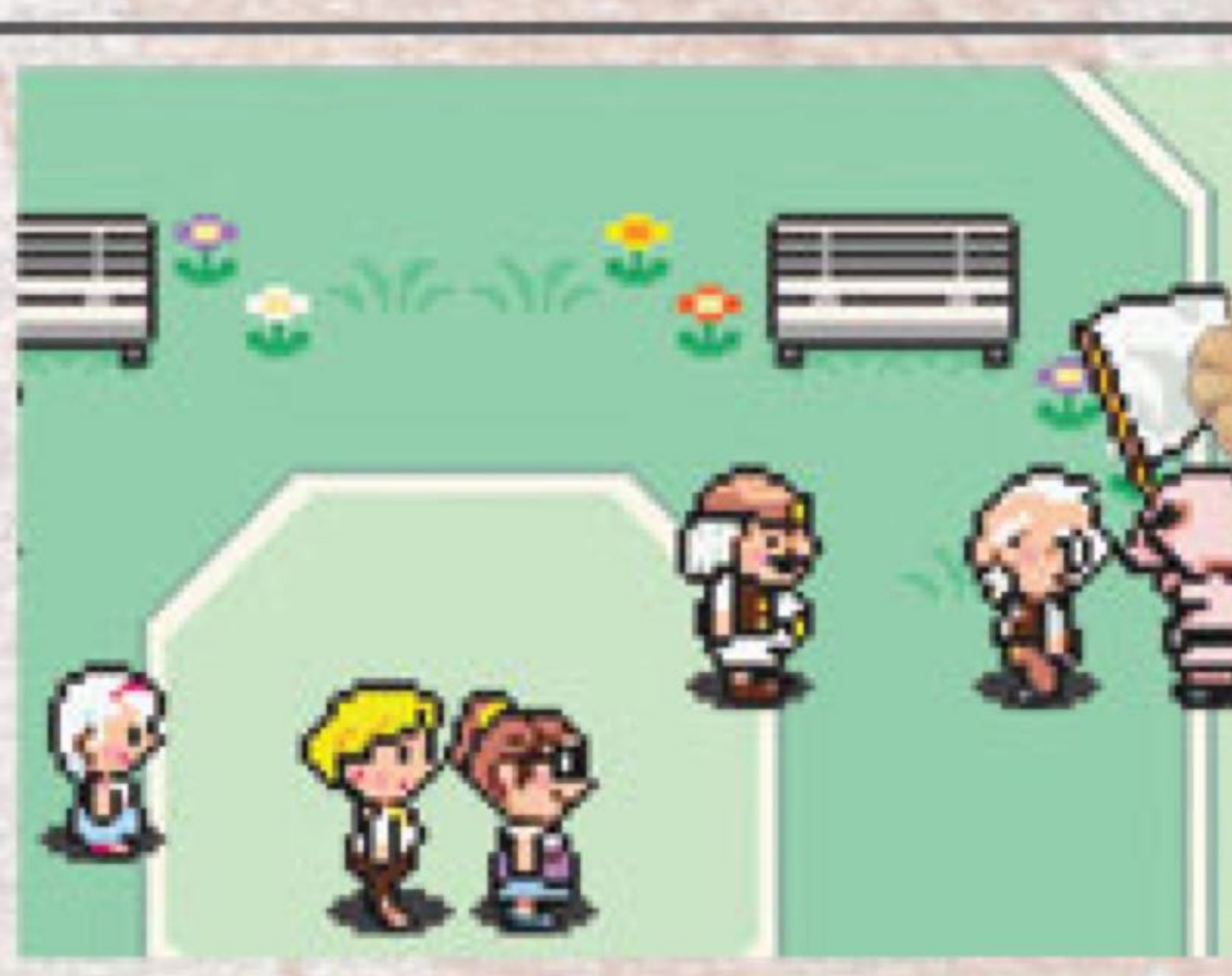
YOUR FRIENDLY CART WANDERER ITEM GUY

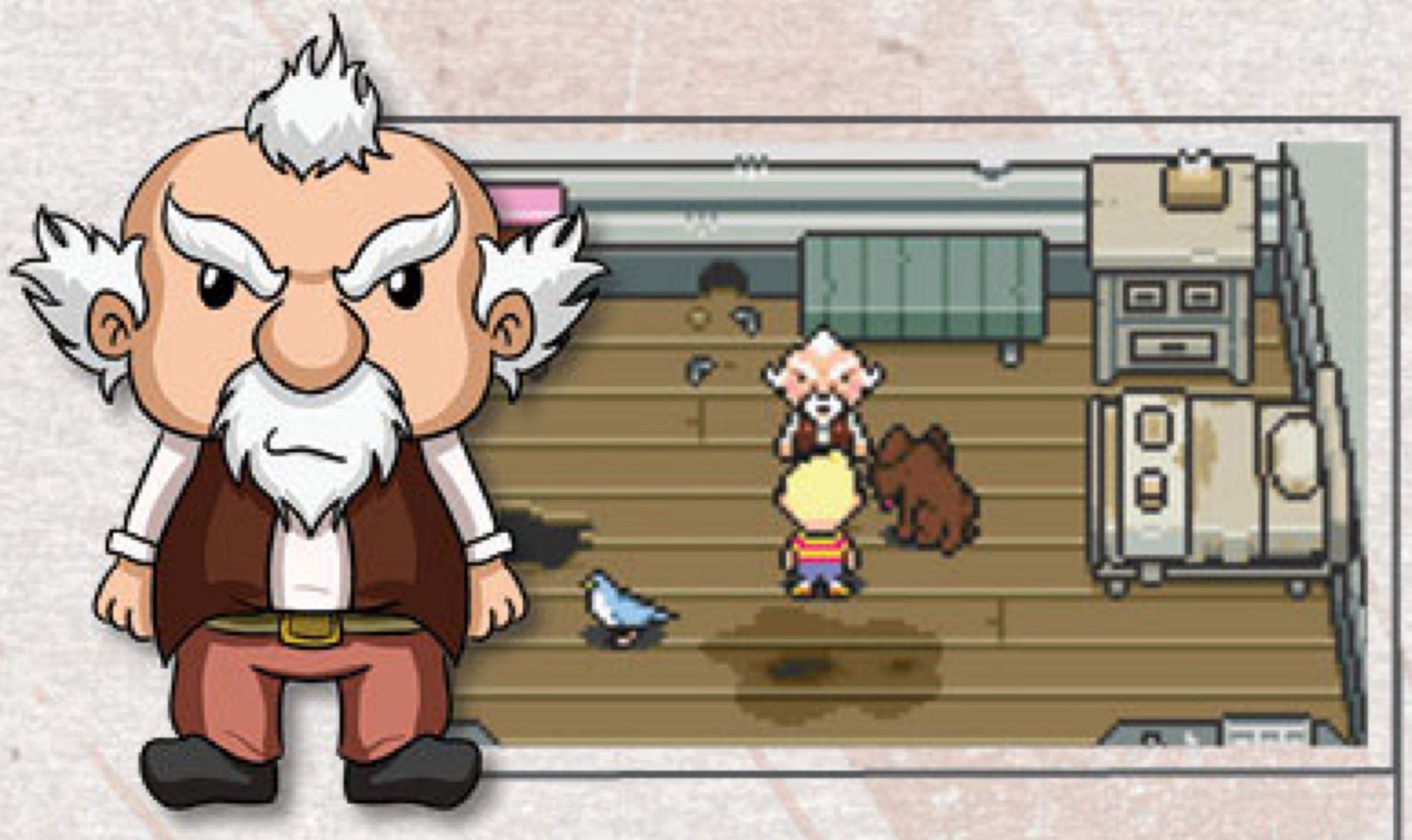
You will find an odd man with a covered wagon towards the left side of the road near the train station. Whenever you want to store an item, talk to this Item Guy and he will take care of it for you free of charge. What a nice guy!

CARING FOR ITEMS LIKE A SISTER WOULD!

CRAZY OLD MEN

Once back at the town square you'll witness a one-sided showdown between Fassad and Wess concerning the town's lightning problem. Eventually a Pigmask shows up to drag Wess back to the retirement home in the most undignified manner possible.





VISITING HOURS

You'll find Wess upstairs in the middle room of his former house. Talk to him about the man at Club Titiboo who supposedly looks like Duster. Wess, who wants you to look into the matter, gives you a Carrier Pigeon to be released as a sign if it really is Duster.

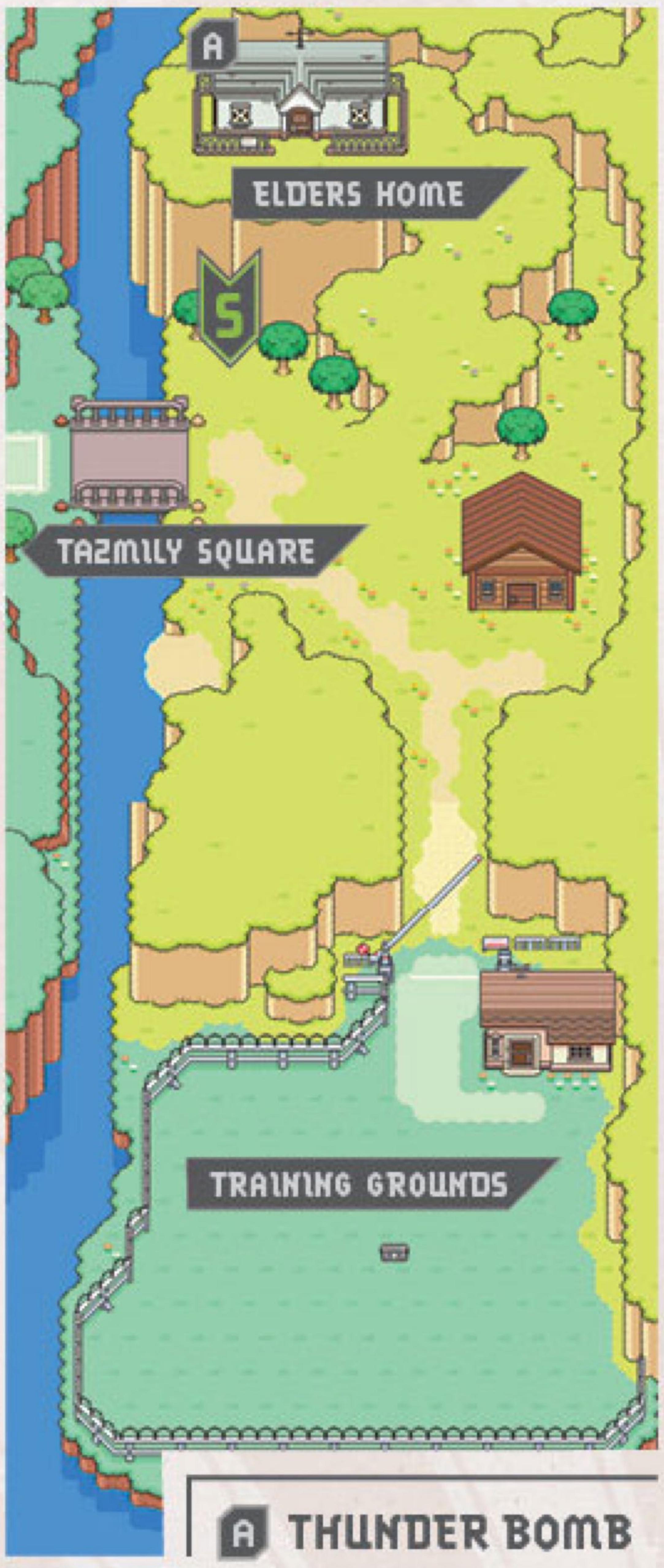
DON'T TELL
THE GRANDKIDS

Mike is in the room across from Wess and is as generous as ever…as long as you make it clear that you came to see him, he'll be glad to give you a little spending money. He'll also have something to say about political correctness.

MAP

EAST TAZMILY

THE ELDERS HOME & TRAINING GROUNDS



A THUNDER BOMB

EXTRA ★ EXTRA!

The newspaper in the first floor of the retirement home is frequently updated with new headlines, so check back often!

THOMAS'S STORE

SHOP TILL YOU DROP!

If you want to buy some things from Thomas' Shop you will need much more DP than you currently have. Head to Sunshine Forest and fight some Slitherhens. When you feel you have doled out enough punishment, go and find a Save Frog to withdraw your DP. You can also find a Pisces Bracelet hidden behind a Grated Yammonster. Getting it now will save you some DP.

Kid's Shirt	100 DP	Antidote	8 DP
Kid's Hat	50 DP	Paper Fan	12 DP
Pisces Bracelet	160 DP	Alarm Cicada	18 DP
Sprinting Bomb	200 DP		

SALE!

RESTLESS FOREST

With the Sunshine Forest all healed from the fire years ago, new creatures have taken up camp. Some of them have incredible amounts of Exp., if you can catch them...

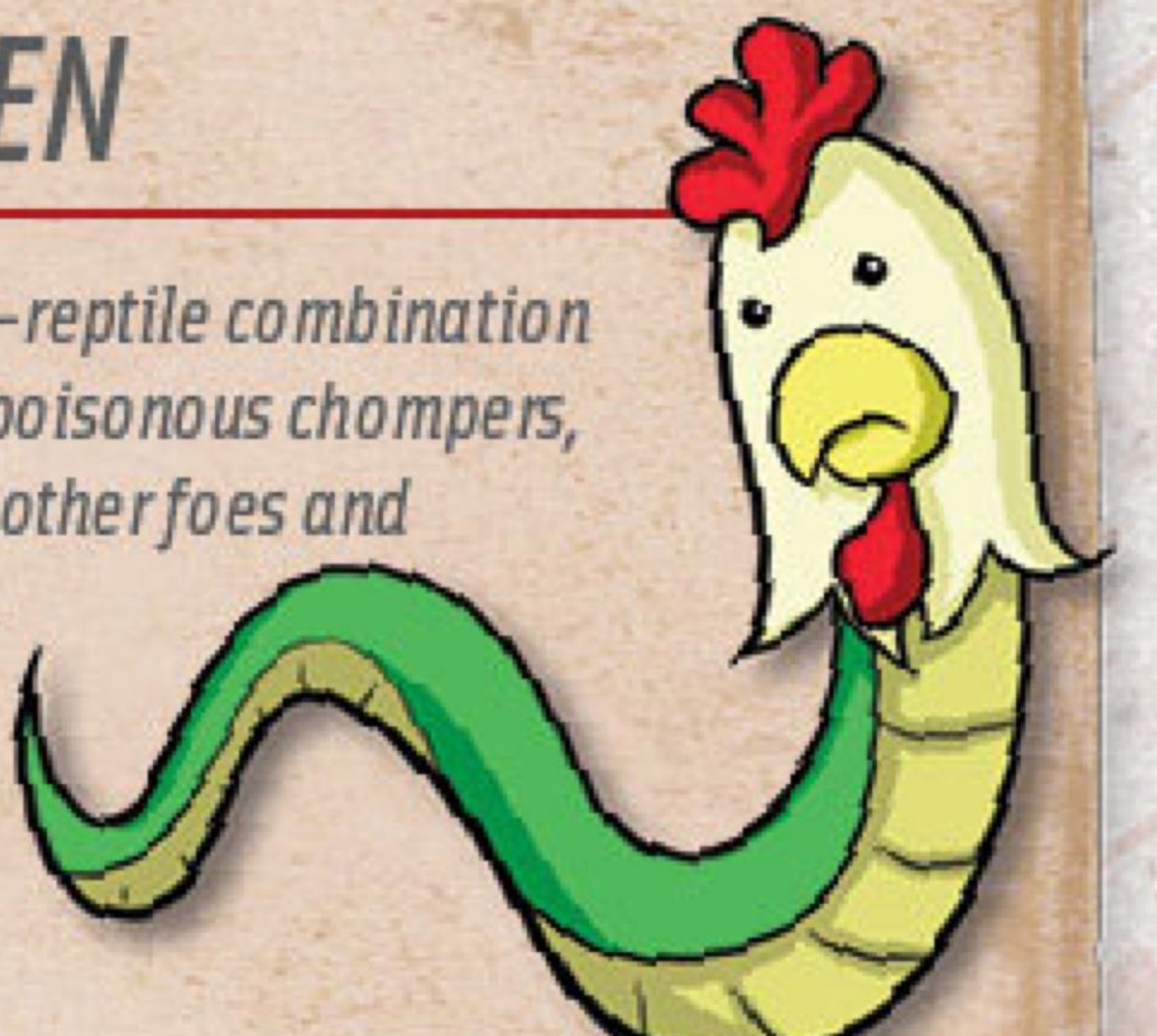
MUSICAL

PRESENT-TATION

There is a present hidden near the river between the forest and Alec's house. Go behind the tree to find this musical wonder.

ENEMIES

SLITHERHEN

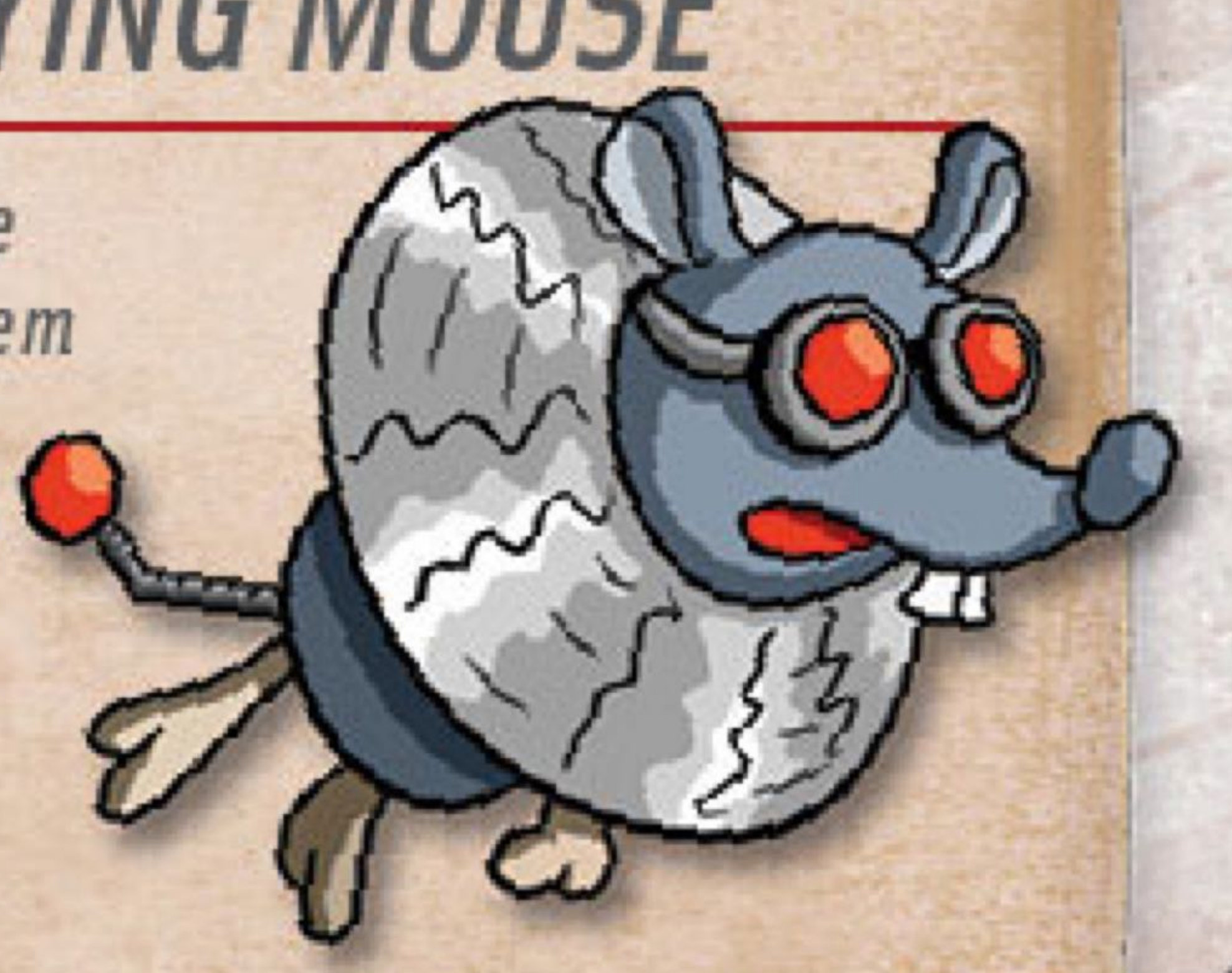


Though this poultry-reptile combination is lacking a pair of poisonous chompers, it can gang up with other foes and become a nuisance. Watch out for its erratic movement patterns!

***Fresh Egg** (5%)*

HP: 127 | **OFF: 47** | **DEF: 12** | **EXP: 32** | **DP: 17**

REALLY FLYING MOUSE



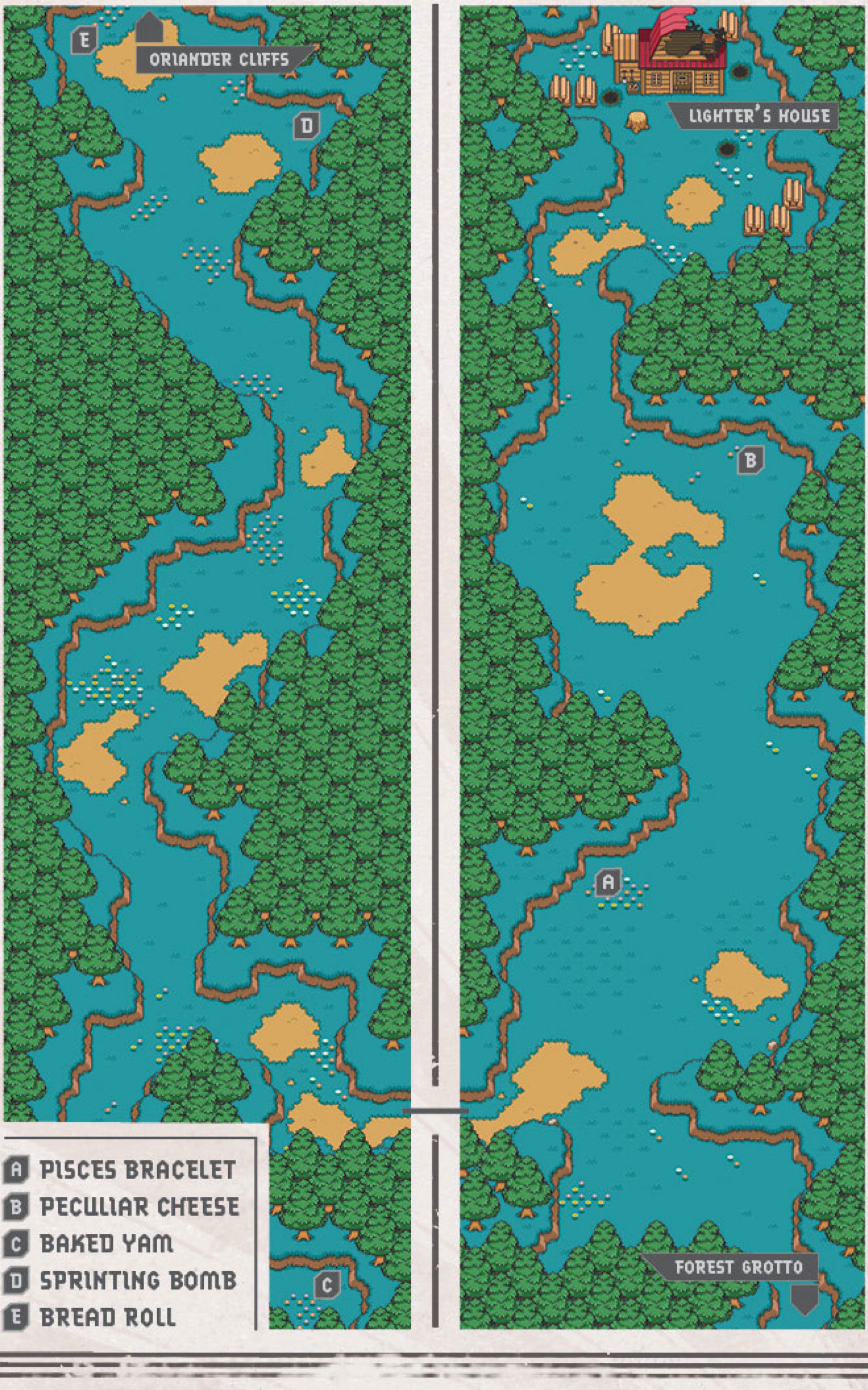
No really, this mouse is flying. It might seem like one of your tougher foes at first, but the extra Exp. is a helpful boost.

***Bread Roll** (15%)*

HP: 130 | **OFF: 48** | **DEF: 18** | **EXP: 52** | **DP: 26**

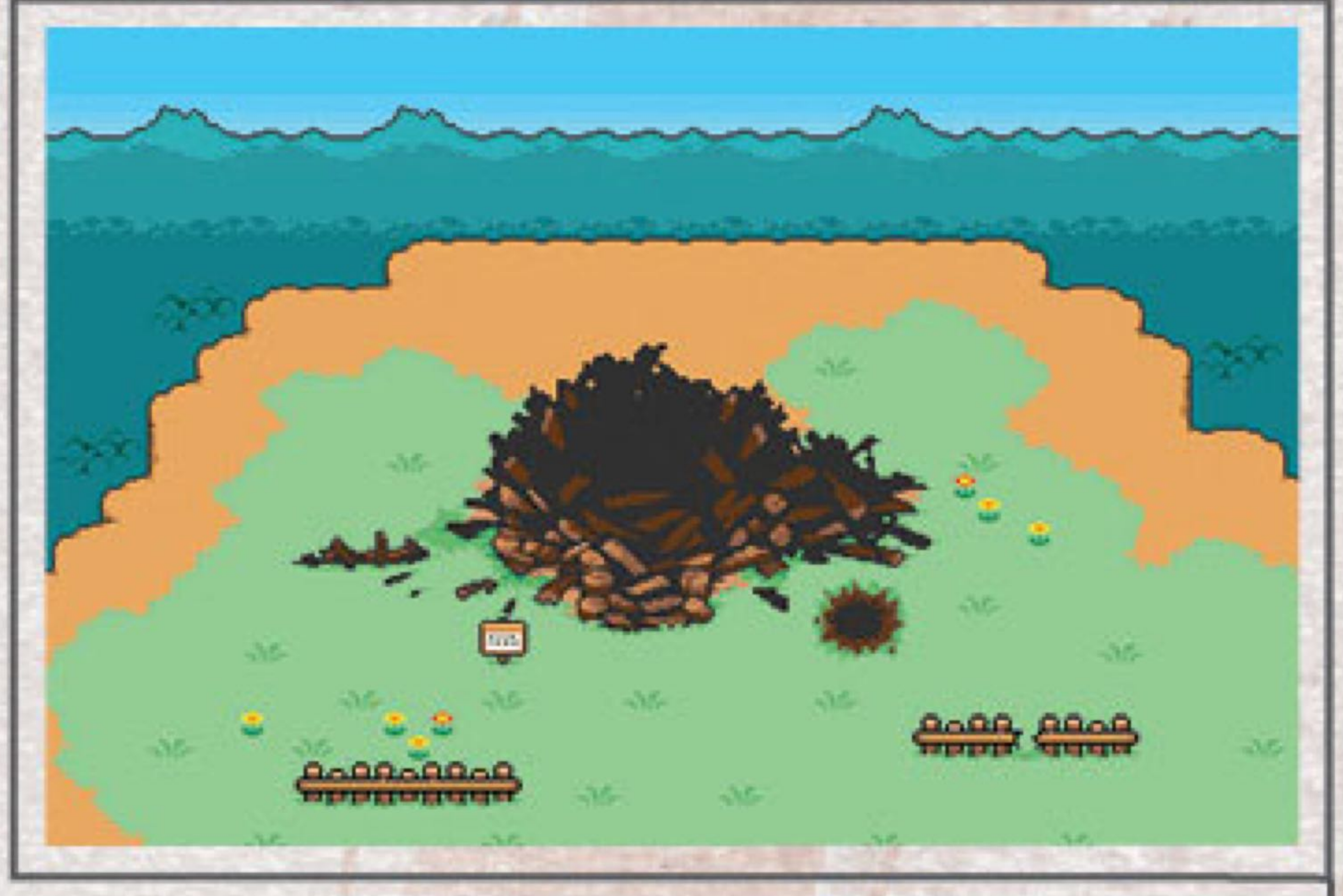
SUNSHINE FOREST

THE GLEAMING WOODS OF TAZMILY AT THE BASE OF MT. ORIANDER


E
ORIANDER CLIFFS
D
LIGHTER'S HOUSE
B
A
C
FOREST GROTTO
A PISCES BRACELET
B PECULIAR CHEESE
C BAKED YAM
D SPRINTING BOMB
E BREAD ROLL

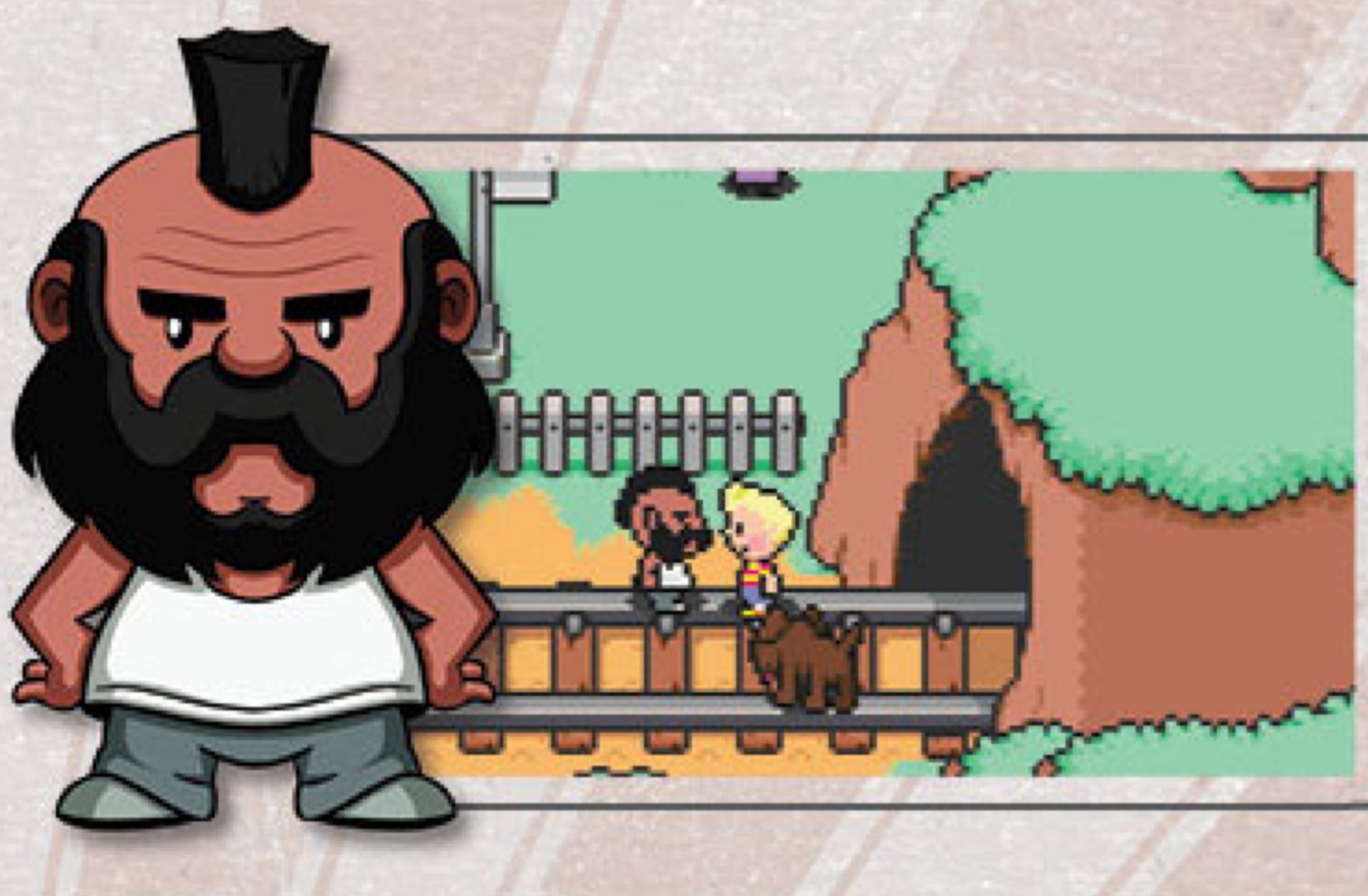
HOP N' STOP BANKING

In keeping with the changing times, Save Frogs now double as little green ATMs. Remember: if you get your head handed to you in battle you'll lose half of whatever DP you have on hand, so don't run around with your pockets full of change!



LIGHT MIGHT BLIGHT

The unlucky houses in town aren't the only ones getting zapped by supernatural bolts of lightning. The debris from Alec's cabin scars the mountaintop like a black crater, and the thunder seems to have scared off all the livestock and wildlife. Lighter's newly-built cabin has been subject to bolt after bolt, though he remains stubborn as ever. Even poor old Nippolyte's shack has been blown to bits.

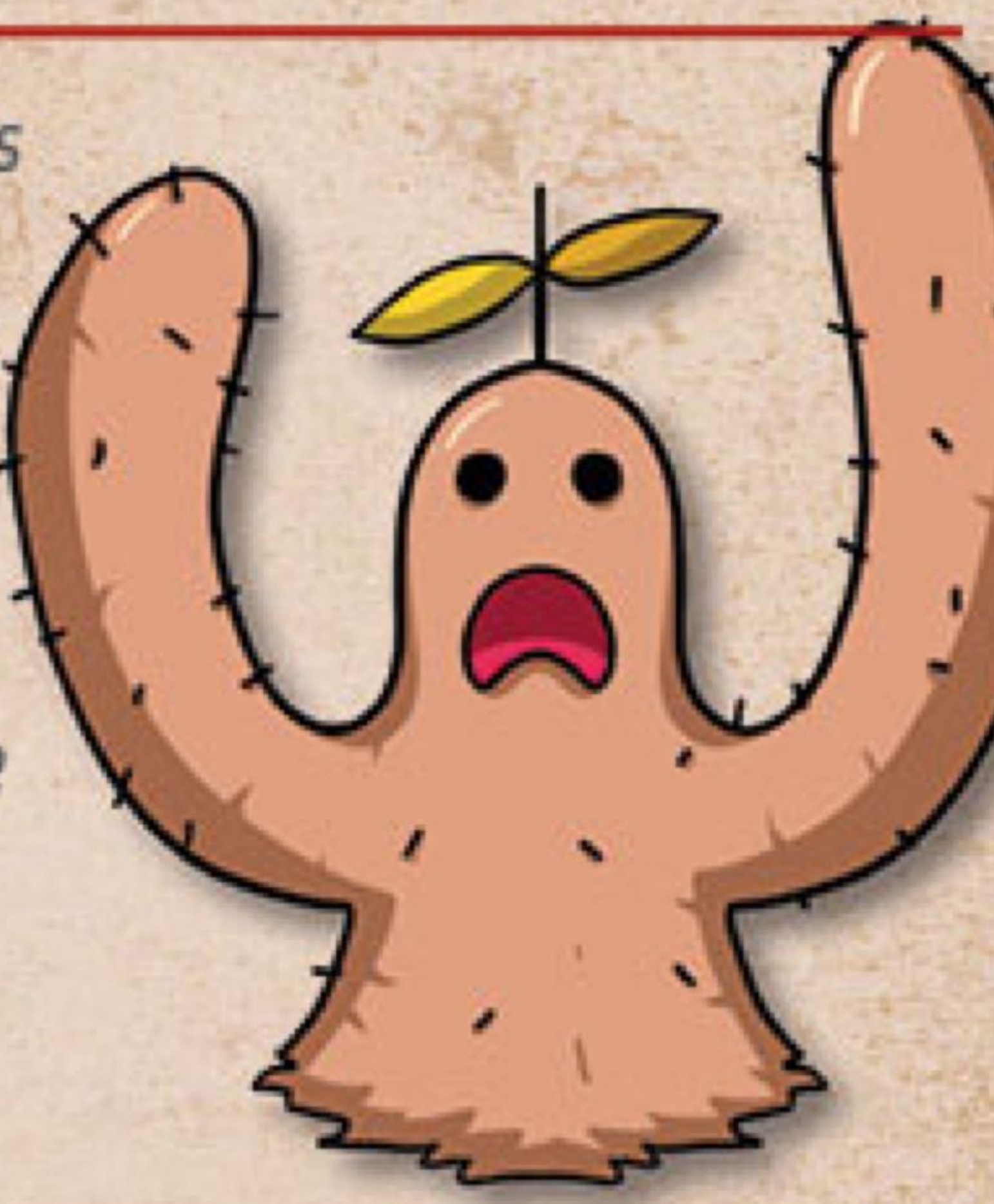


INTO THE DARK TUNNEL

The only way to Club Titiboo is via the train. However, since it won't be arriving at all today your only course of action is to walk the rails. In doing so, Lucas will be stopped by a responsible citizen. After a short lecture on watching out for trains, he gives you the Railway Map. Into the very safe tunnel you go!

ENEMIES

GRATED YAMMONSTER

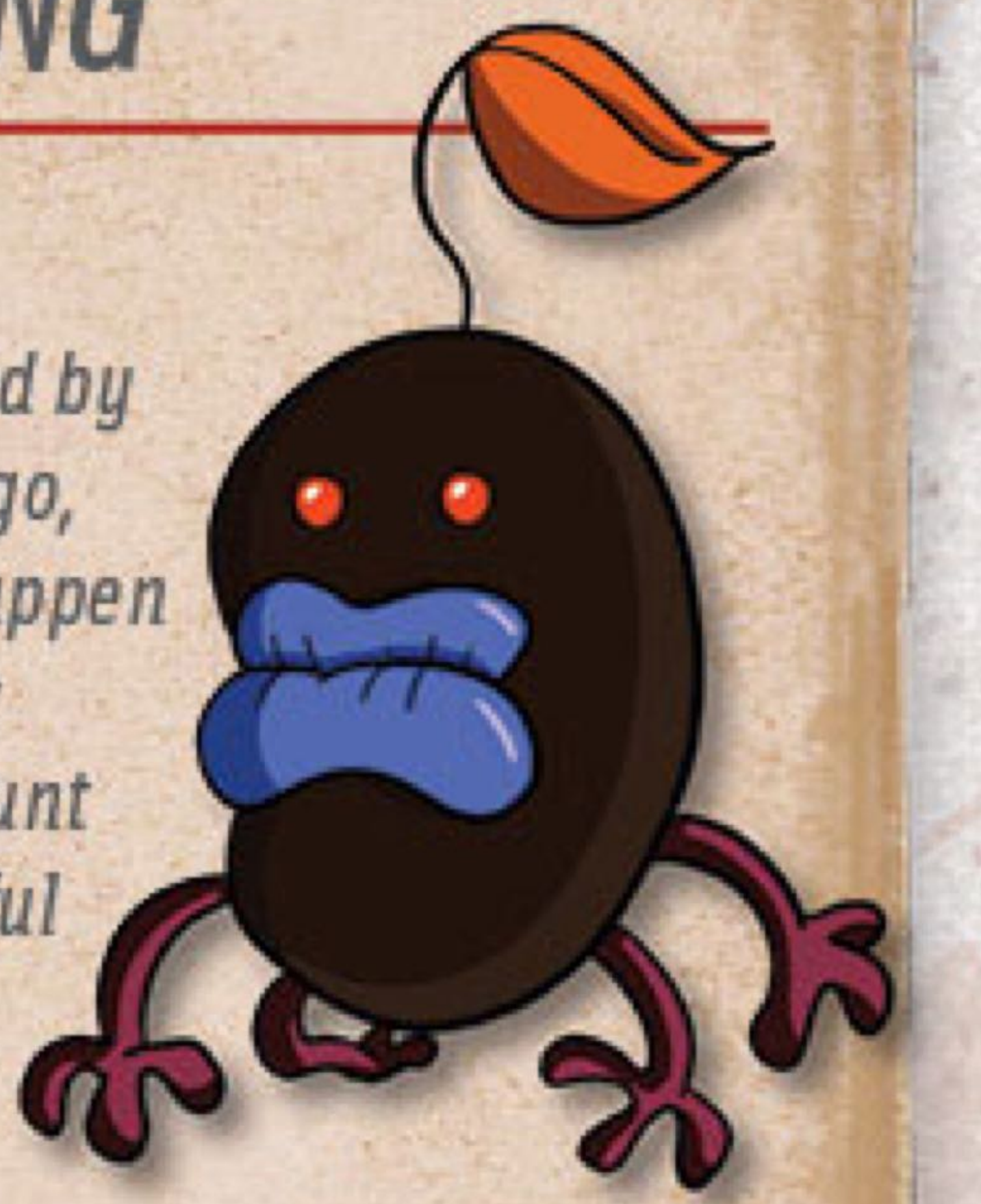


These starch-nemeses can use PK Freeze attacks, easily doing 150 damage in one round. Thankfully they like to stay in one place! It might be best to return when you're stronger.

***Magic Tart** (5%)*

HP: 387 | OFF: 94 | DEF: 43 | EXP: 422 | DP: 83

BLACK BEANLING

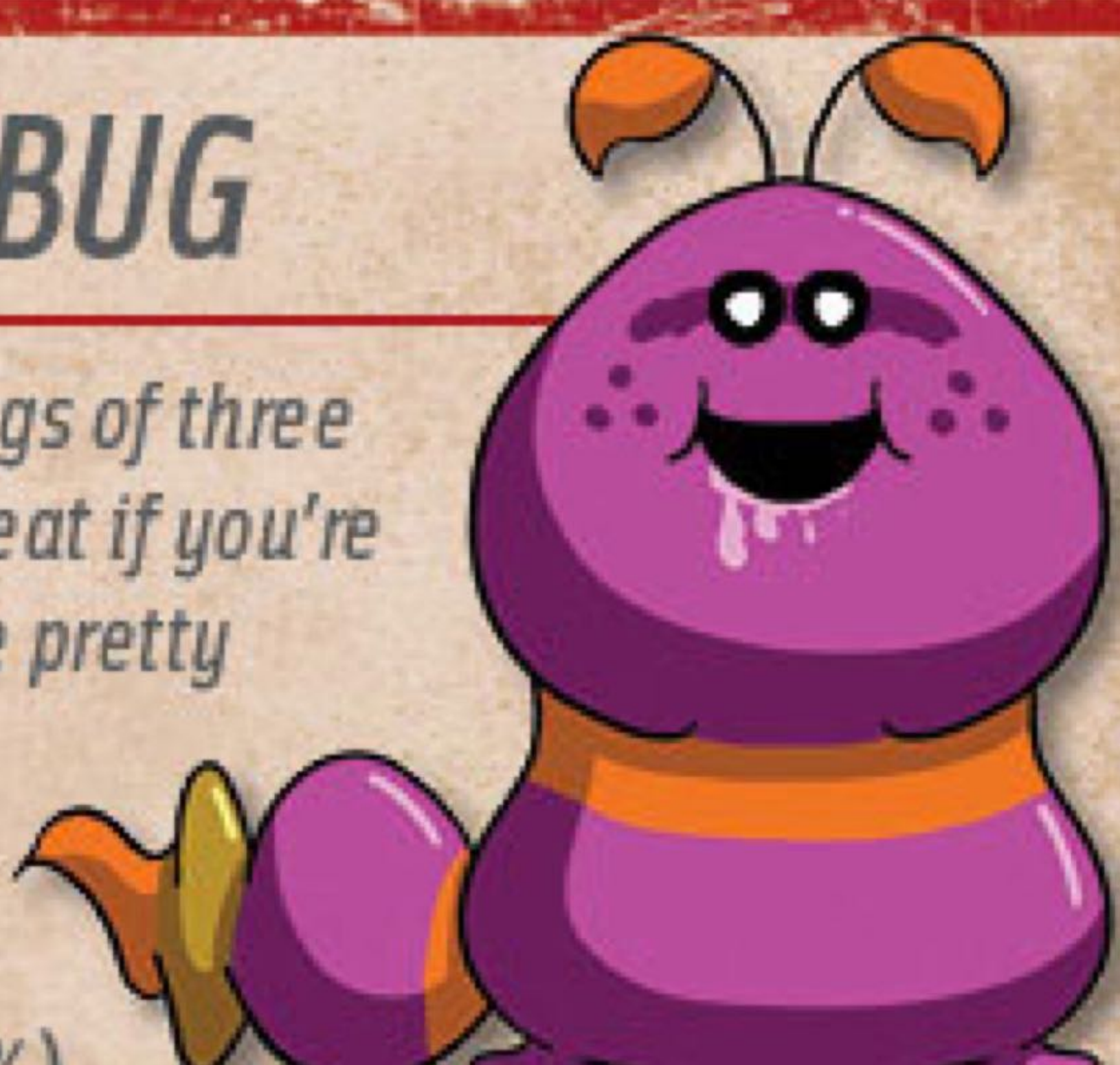


RARE!

This bean, possibly darkened by the forest fire a few years ago, is hard to come by. If you happen to see one, chase it down! It gives an extraordinary amount of Exp. but its super-powerful PK Fire power means you risk getting refried.

HP: 377 | OFF: 50 | DEF: 25 | EXP: 16080 | DP: 0

BIG SPUD BUG



They hang out in gangs of three and can be a real threat if you're weak. Luckily they're pretty slow, so battles are easy to avoid.

***Sprinting Bomb** (3%)*

HP: 280 | OFF: 88 | DEF: 20 | EXP: 159 | DP: 21

CHAPTER 04

PART TWO

THE TRAIN TO SUCCESS

TRAVERSE THE TUNNEL

This long tunnel is more like a test of endurance for Lucas and Boney. There are many enemies in this area and they all want to tango, so stock up with as many of Caroline's bread rolls as you can afford before you leave. If you see a cluster of enemies (especially Slitherhens!) be sure to heal up before you enter battle!

LOOK OUT!

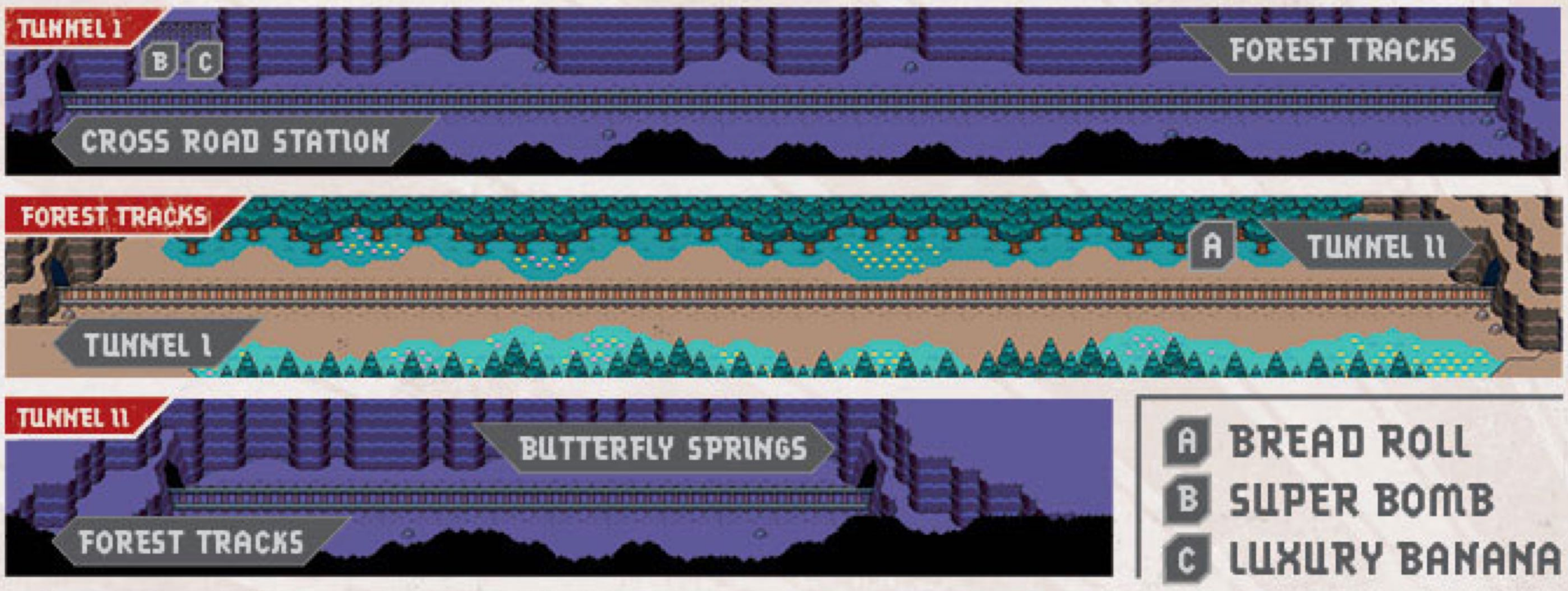
TRAINS AHEAD

Occasionally while walking on the tracks a train will come speeding by. Don't just stand there, jump! If you get cold feet and don't move, Lucas and Boney will be hit by the train and wake up all the way back in Tazmily Village. Pity that you didn't listen to your warning, fool!

MAP

TRAIN TUNNEL (WEST END)

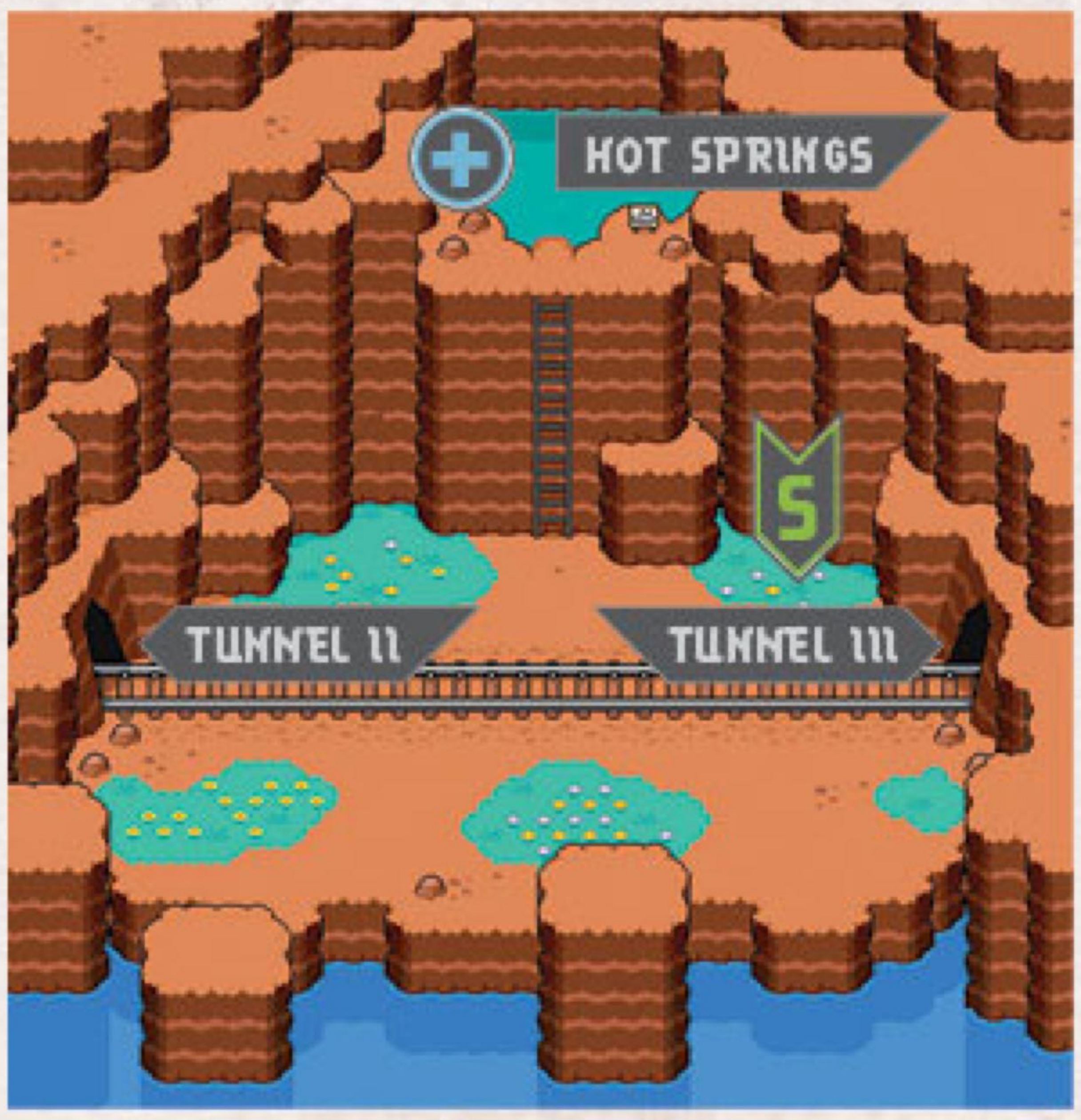
THE WESTERN TRACKS OF THE TRAIN LINE

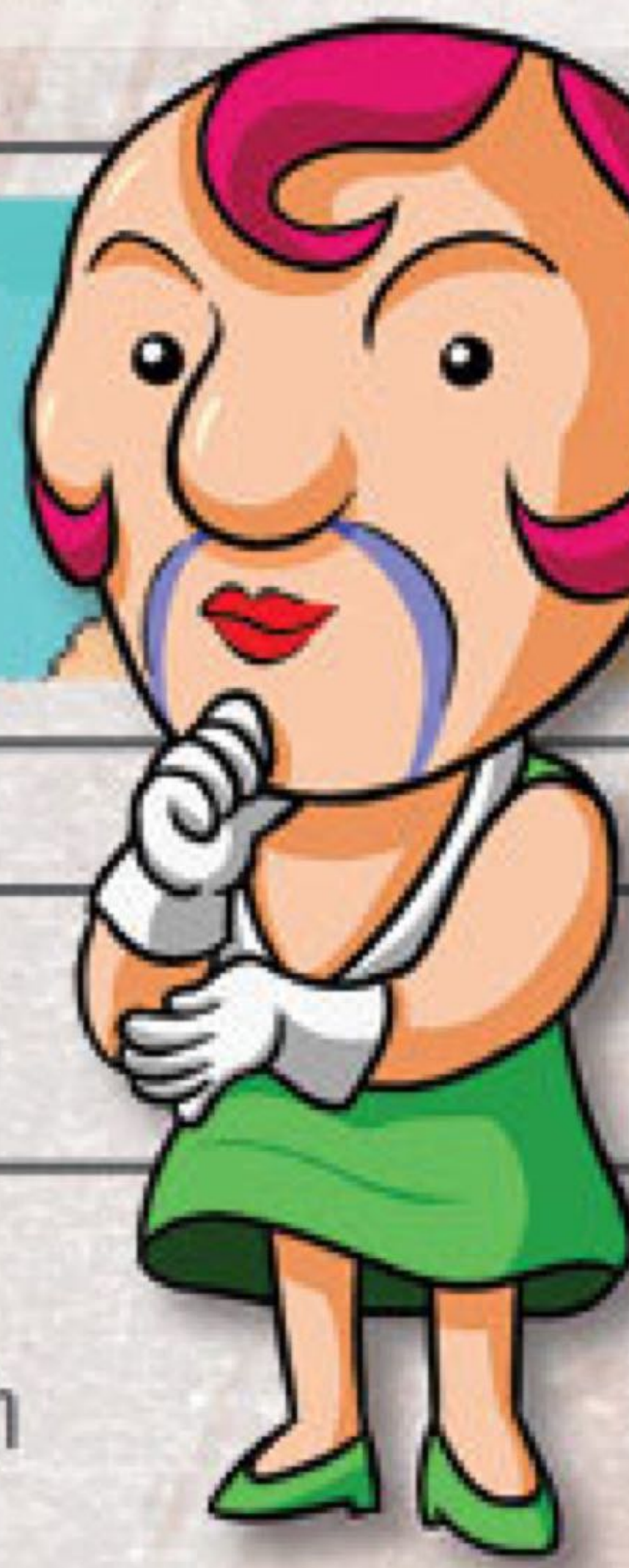

TUNNEL 1
B
C
FOREST TRACKS
CROSS ROAD STATION
FOREST TRACKS
A
TUNNEL II
TUNNEL 1
TUNNEL II
BUTTERFLY SPRINGS
FOREST TRACKS
A BREAD ROLL
B SUPER BOMB
C LUXURY BANANA

MAP

BUTTERFLY SPRINGS

A REFRESHING SPOT ALONG THE BEATEN PATH





LEARNING PSI

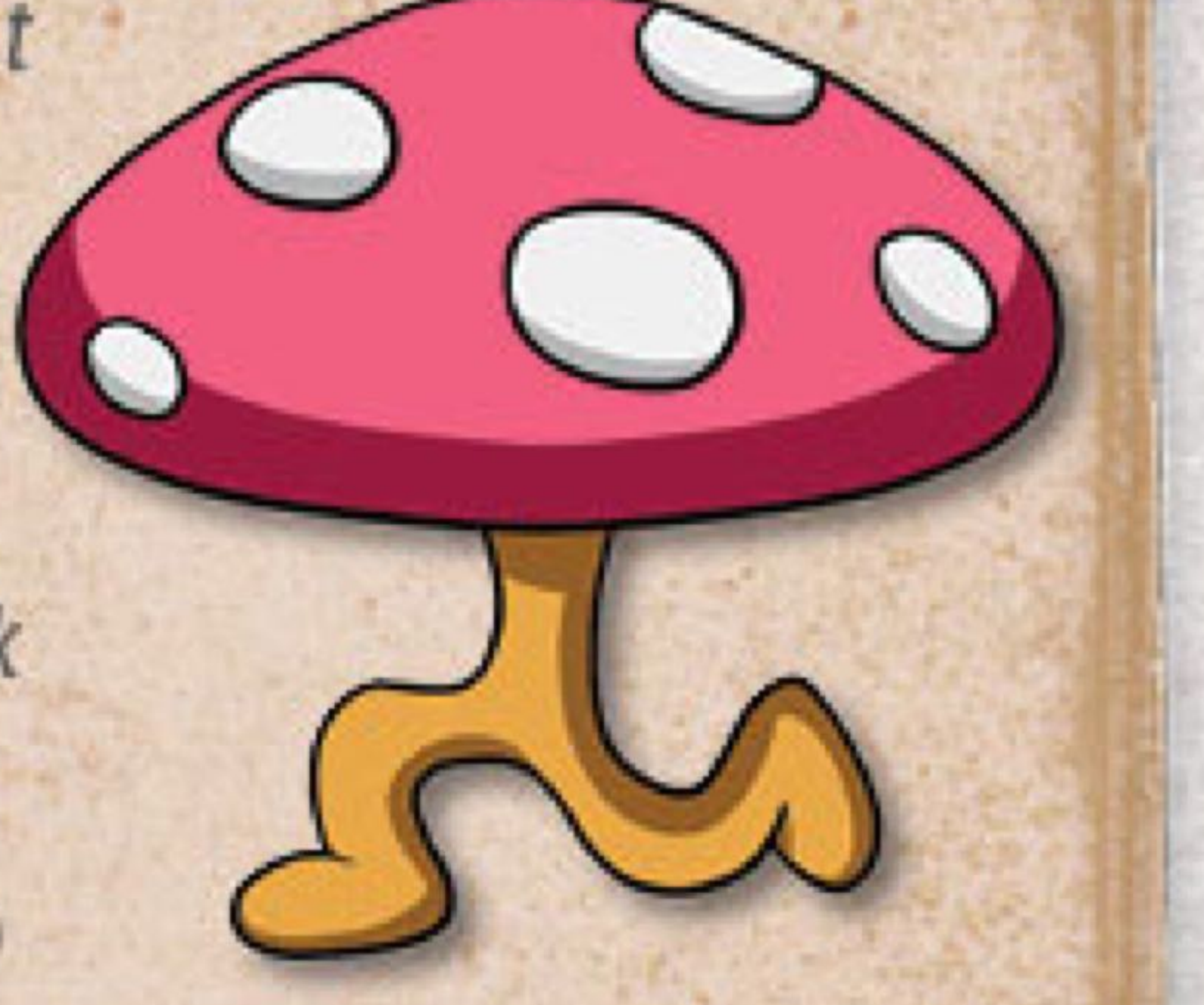
Lucas will eventually come across a rocky valley filled with butterflies. Boney notices some womens' clothes lying on the ground next to a ladder. Soaking in the hot spring is Ionia the Magypsy. Speak to him and accept his offer to teach Lucas how to use PSI. Lucas will learn an immensely powerful attack named after his favorite thing. Try out your new powers by healing up with Lifeup α!

MAGIC BUTTERFLIES

Until now magic butterflies were a neat anomaly. After learning PSI they will become important tools for your survival. When you catch one you'll recover a random amount of PP!

ENEMIES

RAMBLIN' MUSHROOM

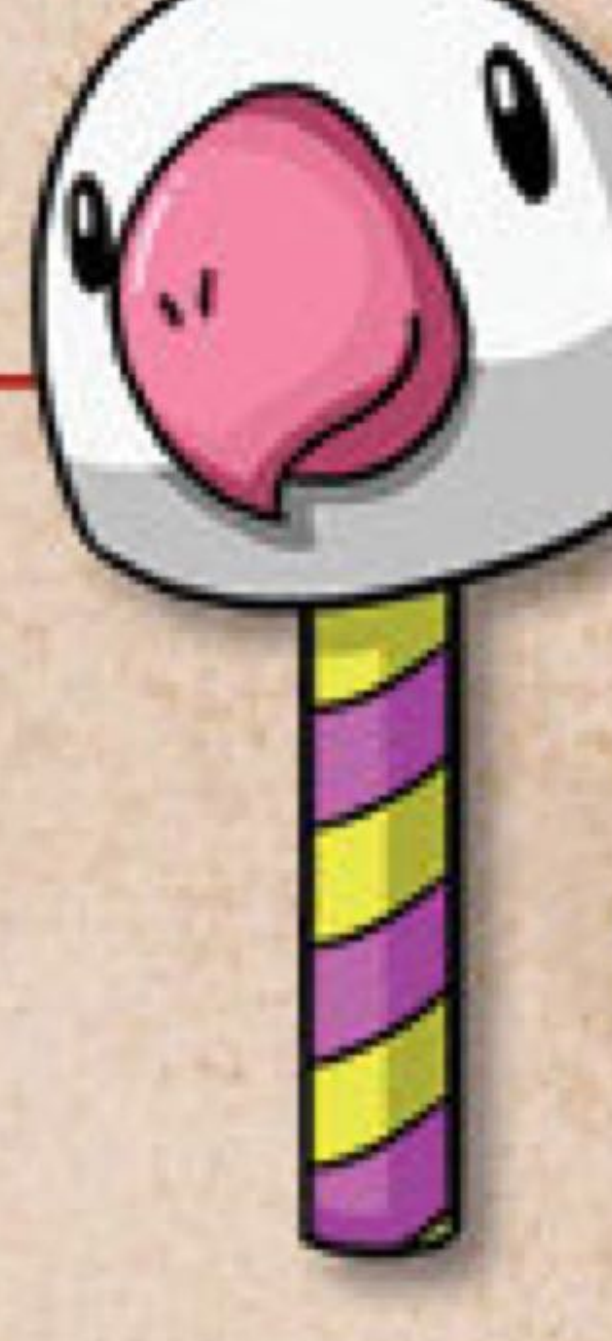


These guys look somewhat familiar... Anyway, you will find them throughout the tunnel. If they mushroomize you, defend so you don't attack your own teammates.

Edible Mushroom (60%)

HP: 178 | OFF: 43 | DEF: 16 | EXP: 29 | DP: 14

SQUAWKING STICK

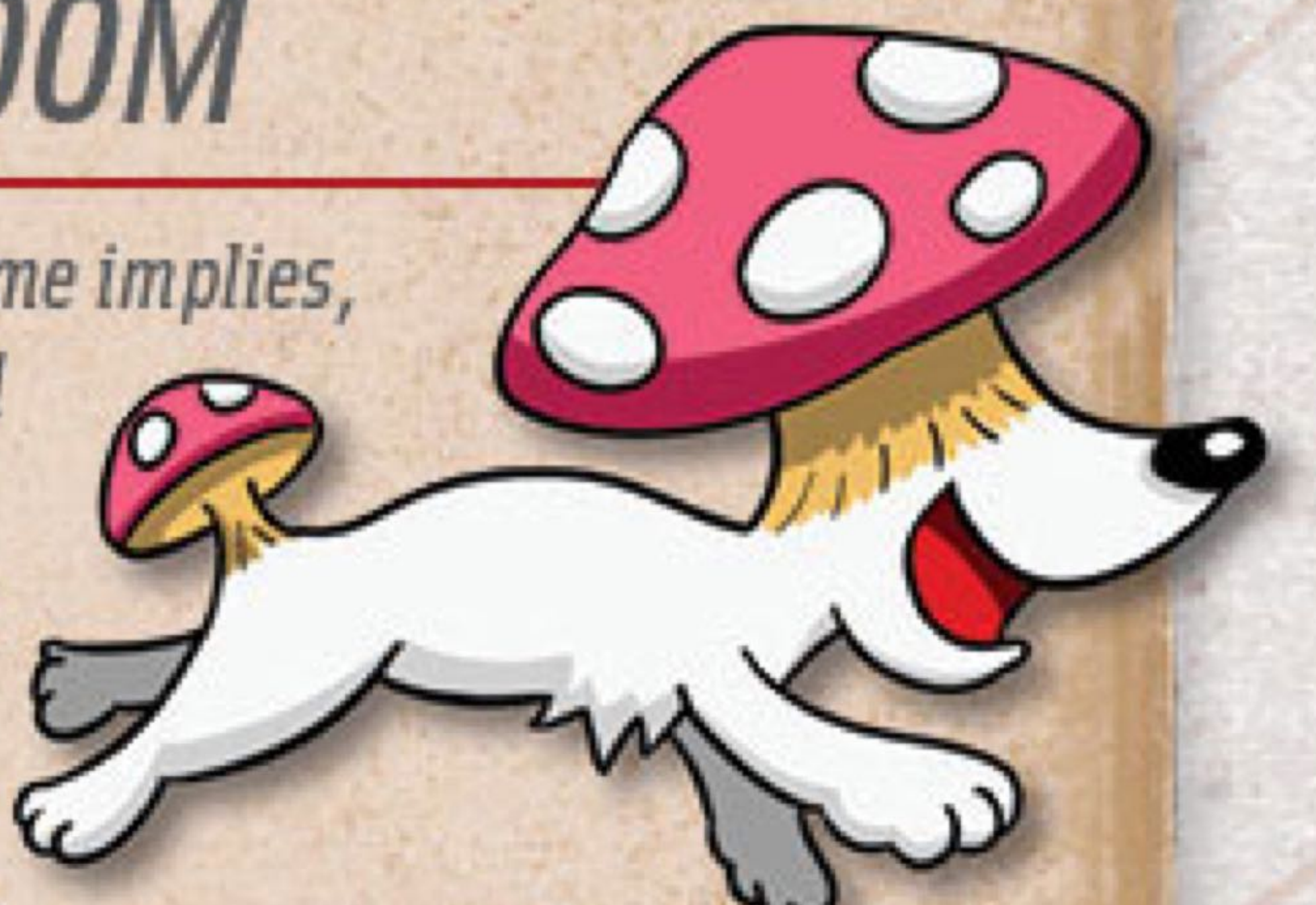


This cute little guy is no real bother, but it will call up its friends for help. Occasionally it will drop a great weapon for Lucas.

Stick (15%) | ***Good Stick (5%)***

HP: 160 | OFF: 49 | DEF: 20 | EXP: 25 | DP: 20

MUTTSHROOM

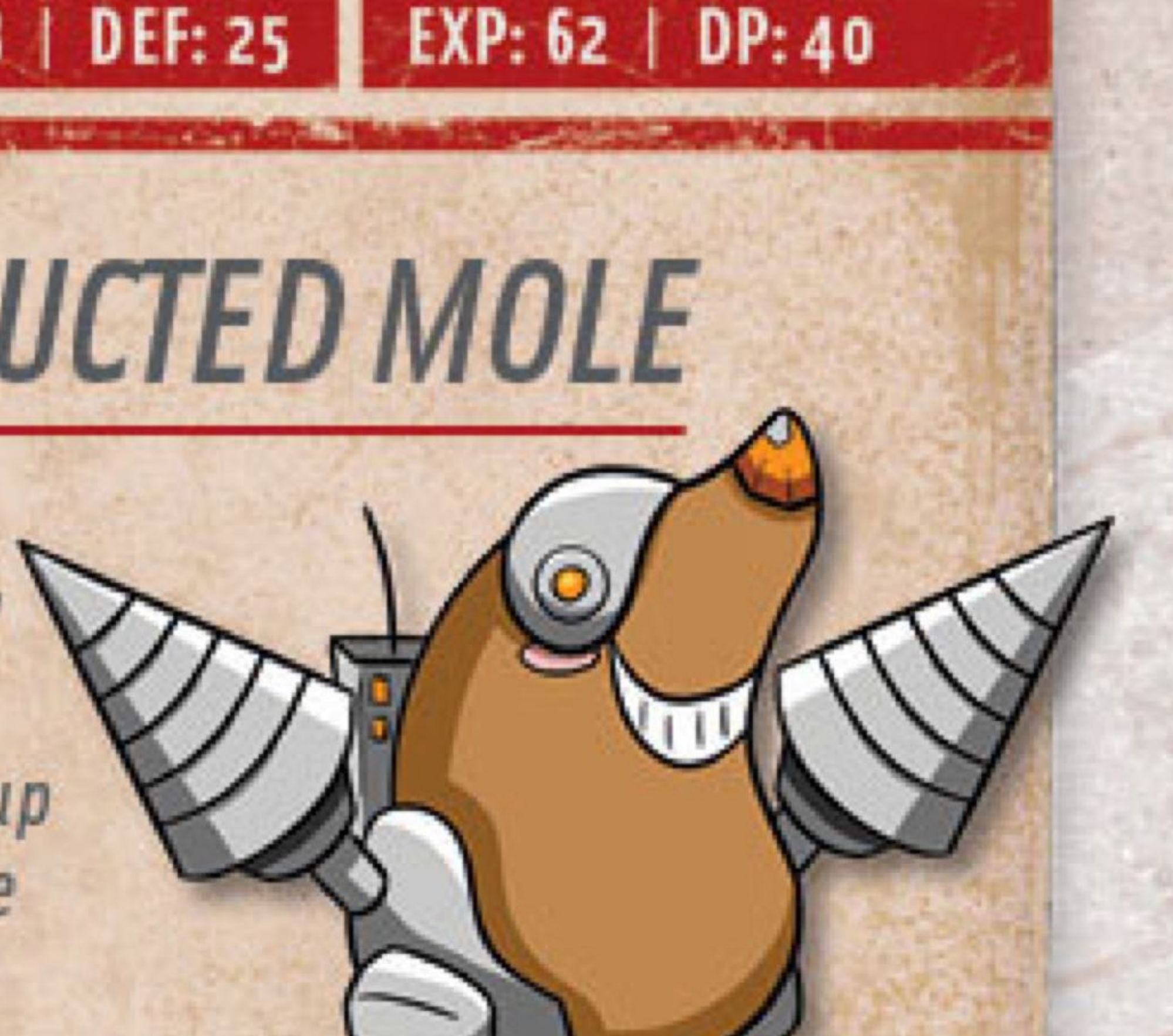


Mush, boy! As the name implies, this pooch can spread its spores and make you feel funky. These dangerous dogs are slow enough to outrun, so conserve your healing supplies unless you're looking to level up.

Doggy Biscuit (10%)

HP: 248 | OFF: 58 | DEF: 25 | EXP: 62 | DP: 40

RECONSTRUCTED MOLE



As if a mole needed a more effective way to tear up a lawn. Don't let them gang up on you because those drills are powerful!

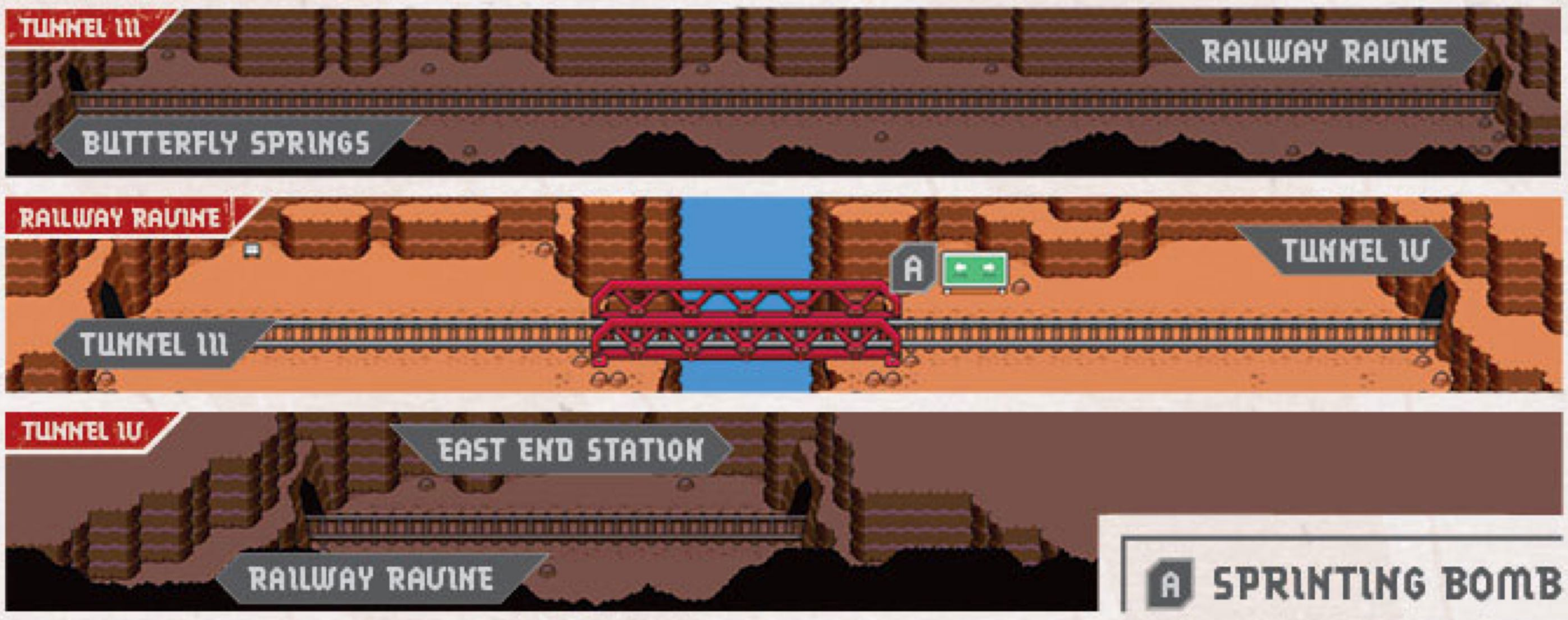
Bread Roll (10%)

HP: 165 | OFF: 64 | DEF: 18 | EXP: 42 | DP: 33

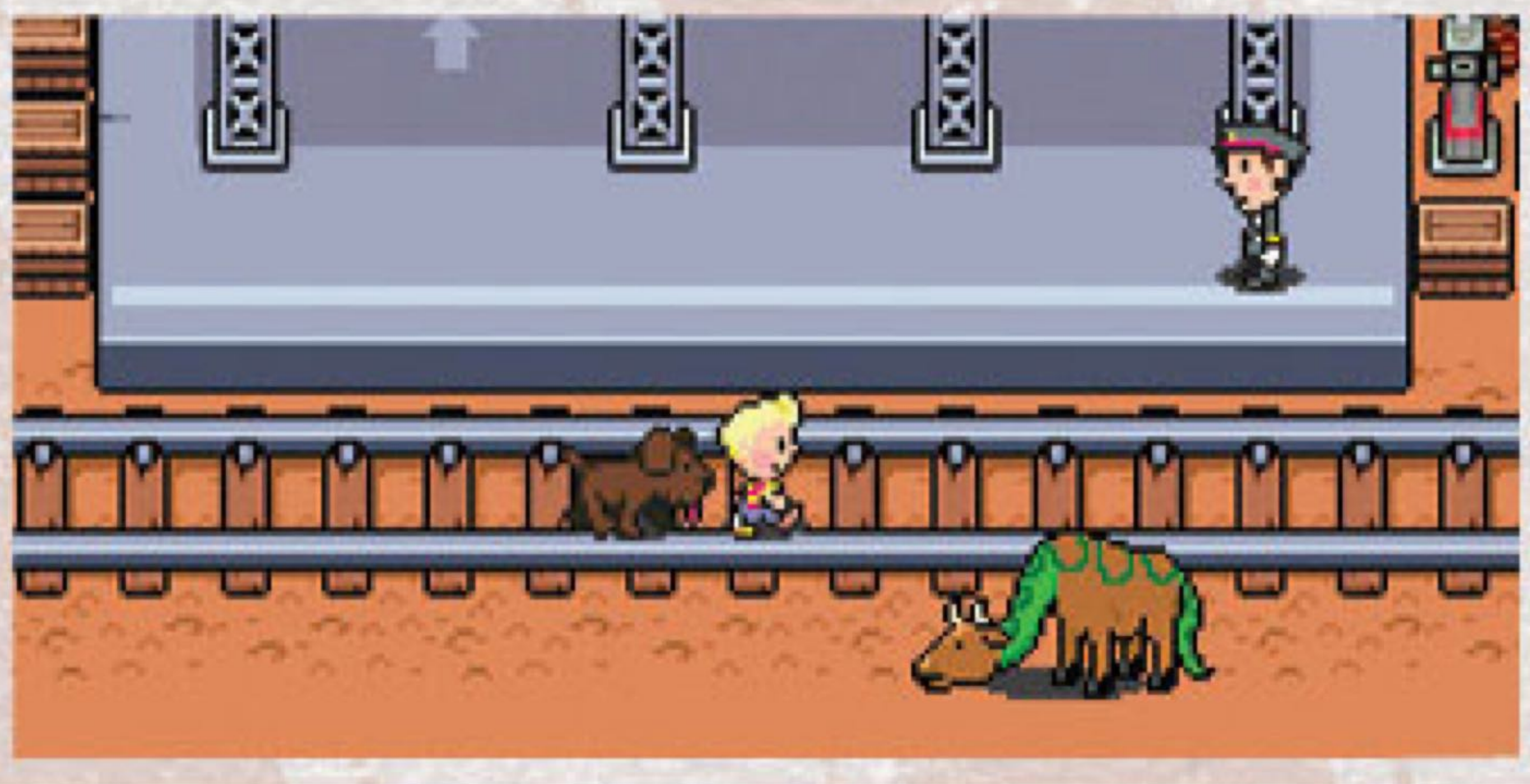
MAP

TRAIN TUNNEL (EAST END)

THE EASTERN TRACKS OF THE TRAIN LINE


TUNNEL III
RAILWAY RAVINE
BUTTERFLY SPRINGS
RAILWAY RAVINE
A
TUNNEL IV
TUNNEL III
TUNNEL IV
EAST END STATION
RAILWAY RAVINE
A SPRINTING BOMB

END OF THE LINE



Watch out for Cattlesnakes once you get to the station! You could take the train back to Tazmily Village for 50 DP... if you were a factory worker. As a non-employee, you are pretty much trapped by the 2500 DP price. Quite an employee discount! Follow the path towards the factory that everyone back in Tazmily Village keeps talking about.

STICKY

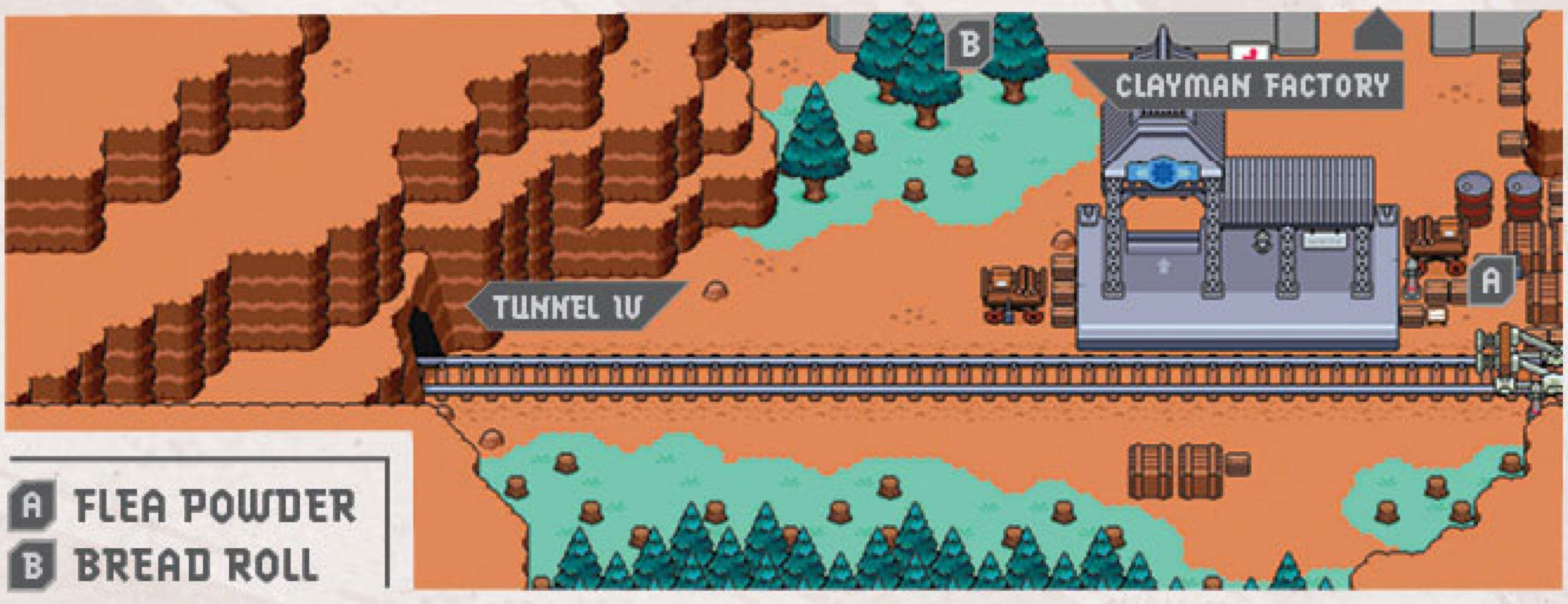
» SQUEEZE «

Squawking Sticks near the train platform make it a tight squeeze! First heal up from battling in the tunnels. If you get in a fight, it could be a long one—the Sticks are faster than Boney and will try to call for backup. They can also use Lifeup, so come out swinging with your special PK attack.

MAP

EAST END TRAIN STATION

THE EASTERN TRAIN TERMINUS AND THE FACTORY GATES


B
CLAYMAN FACTORY
TUNNEL IV
A
A FLEA POWDER
B BREAD ROLL

ITEM GUY

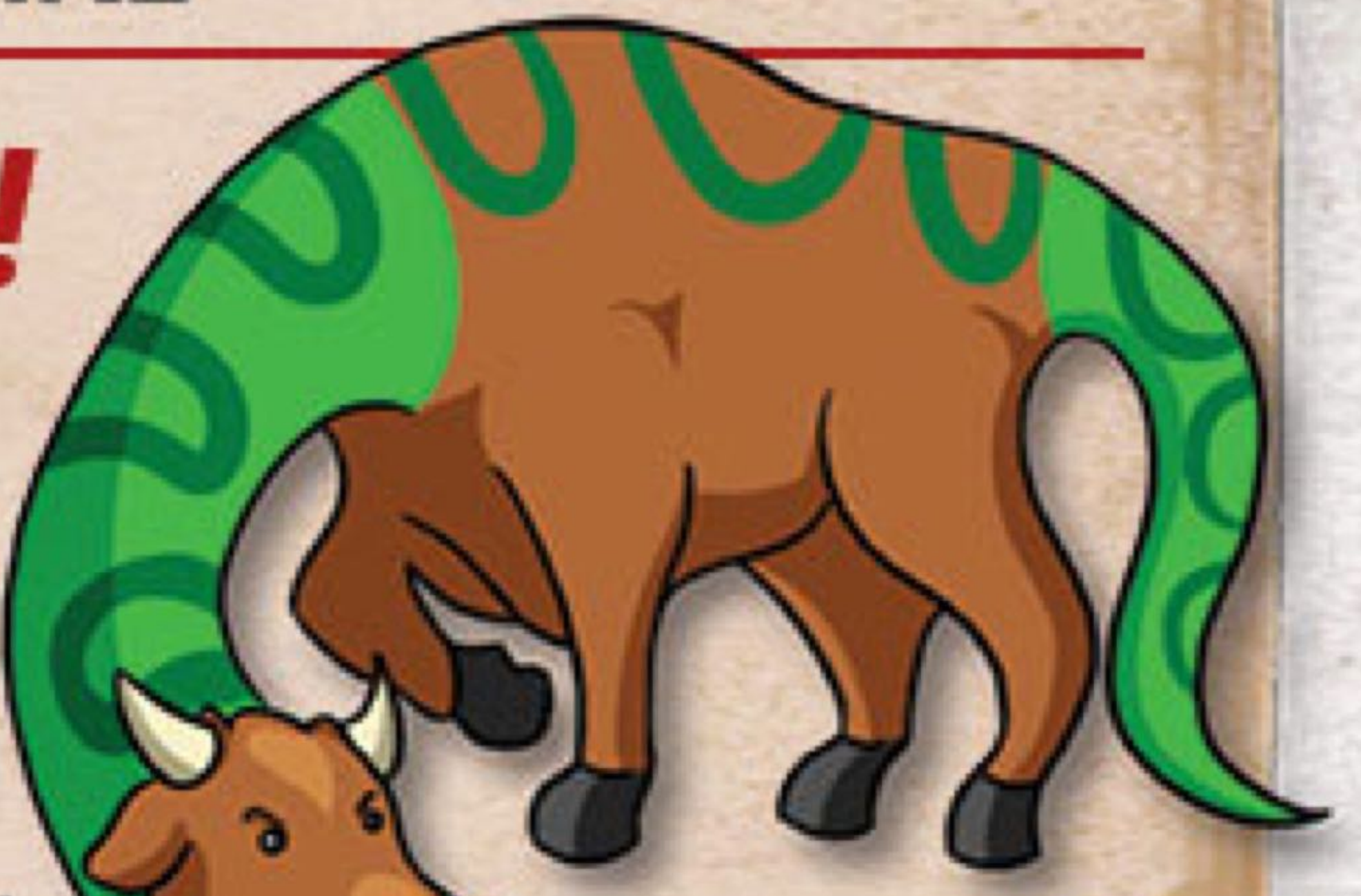
The Item Guy from Tazmily has not only managed to stay ahead of you, but true to his name, he's toting all of the items you loaned him earlier. What dedication!

MAGIC BUTTERFLY

A little southeast of the backhoe is a crate you can check for a relaxing surprise. Even amidst the machines of industry, beauty and magic still bloom.

ENEMIES

CATTLESNAKE



WARNING!

These chimeras might seem like easy targets, but defeating one requires serious physical and mental strength. Their HP is astronomical, and their offense is high enough to take you out in one hit if your level is too low.

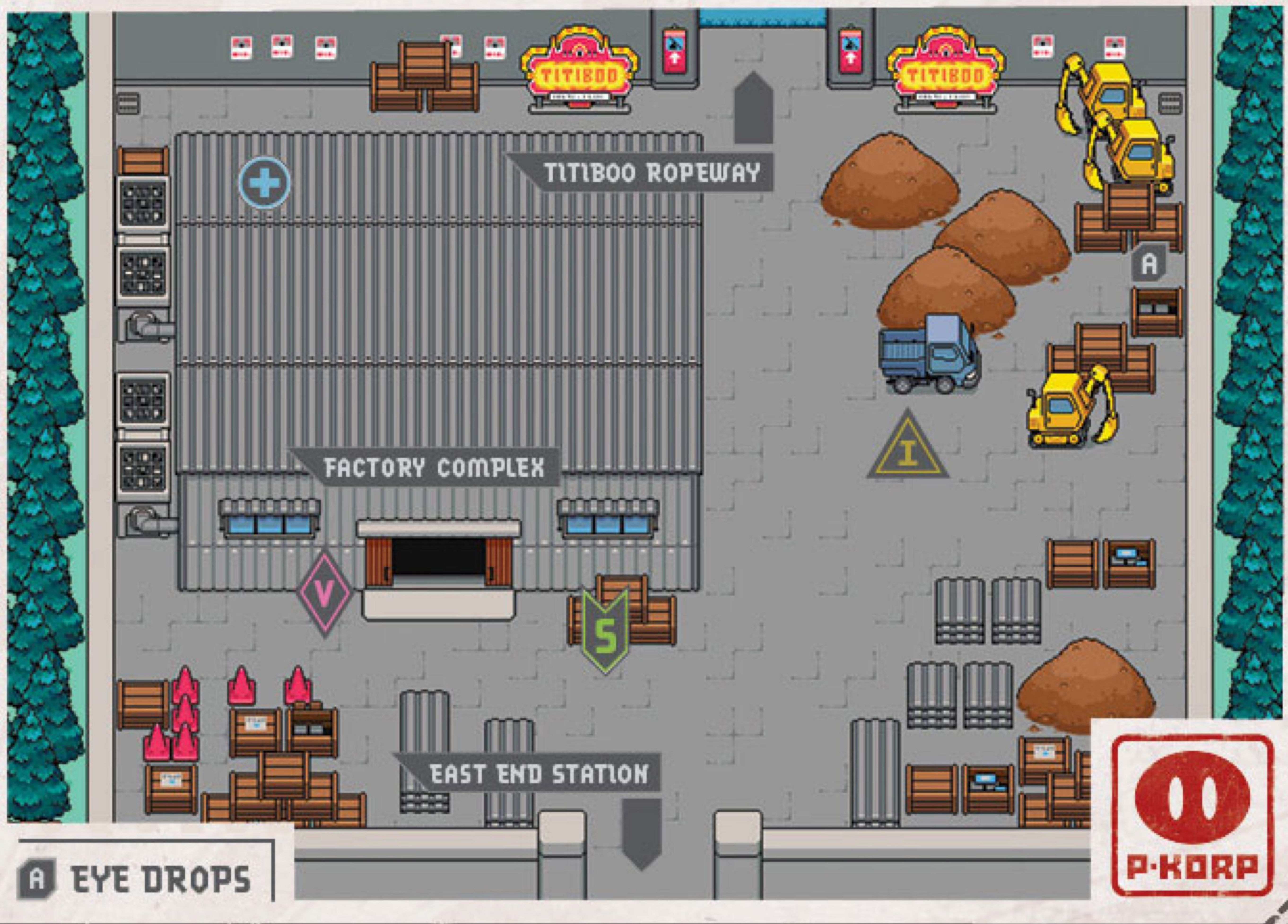
Fresh Milk (50%)

HP: 786 | OFF: 90 | DEF: 50 | EXP: 536 | DP: 162

MAP

CLAYMAN FACTORY GROUNDS

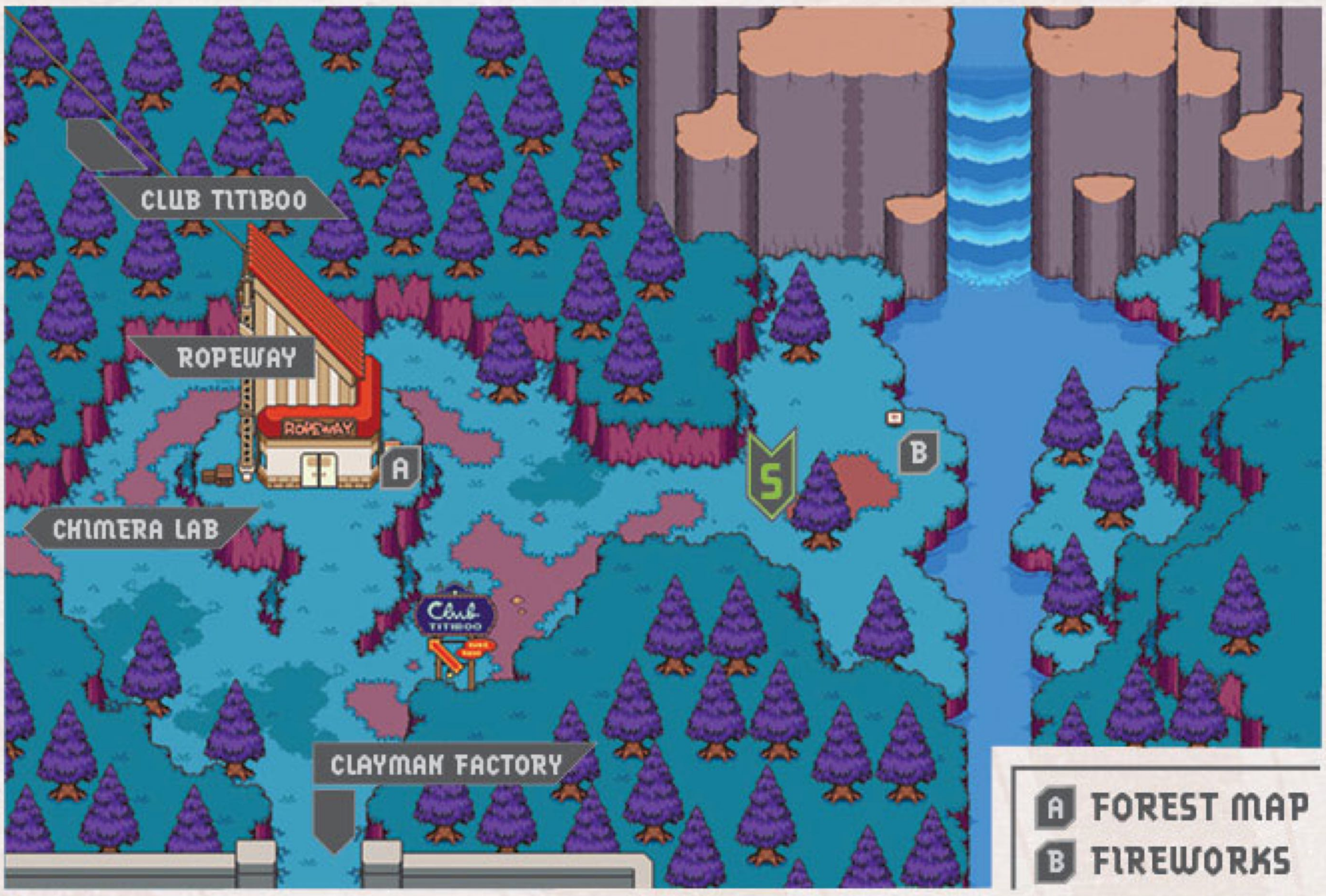
P-KORP'S INDUSTRIAL CAMPUS


TITIBOO
TITIBOO
TITIBOO ROPEWAY
A
I
FACTORY COMPLEX
V
S
EAST END STATION
A EYE DROPS
P-KORP

MAP

TITIBOO ROPEWAY

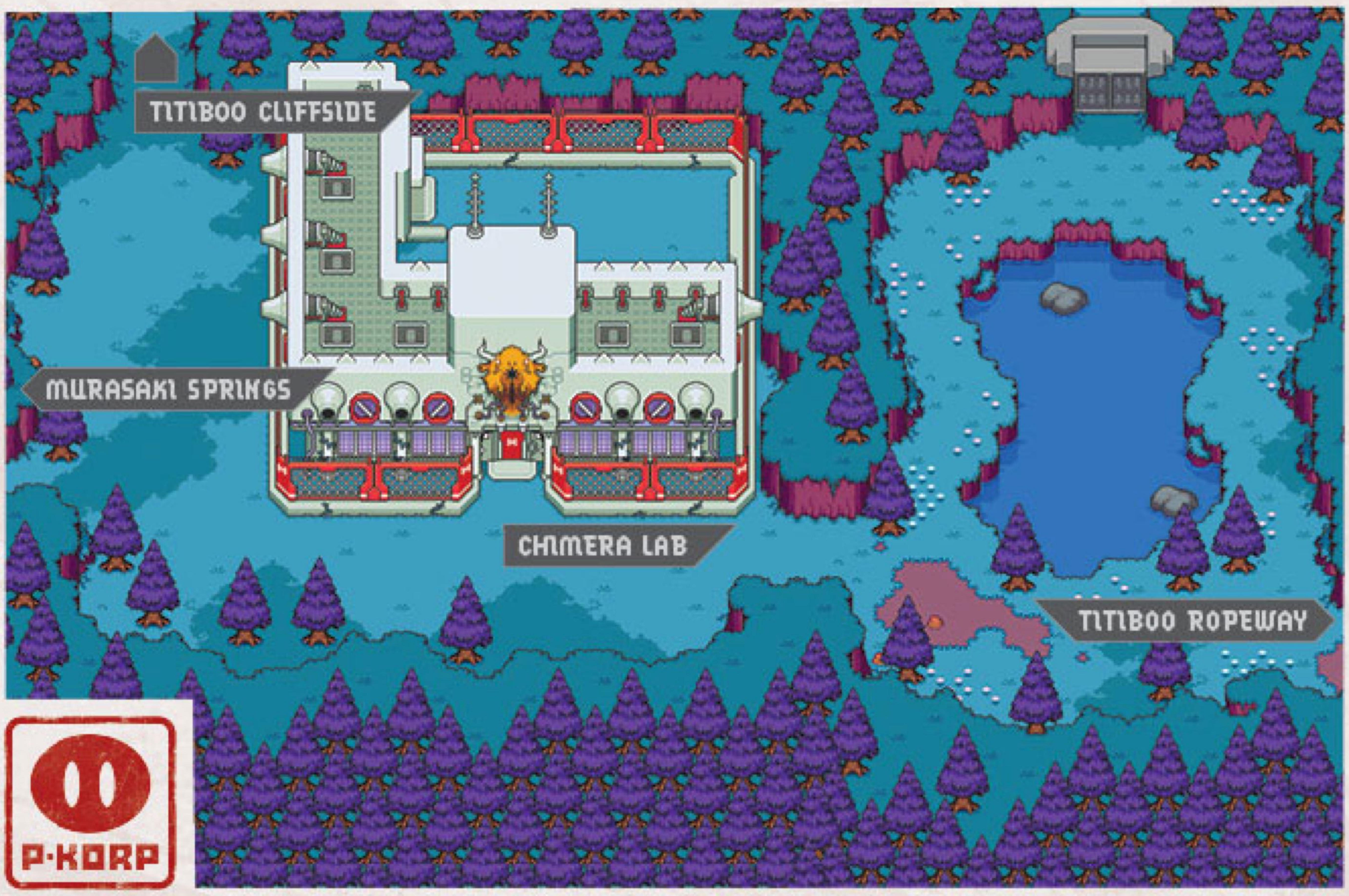
TROLLEY TO CLUB TITIBOO AND THE FOREST WATERFALL


CLUB TITIBOO
ROPEWAY
ROPEWAY
CHIMERA LAB
A
S
B
Club TITIBOO
CLAYMAN FACTORY
A FOREST MAP
B FIREWORKS

MAP

THE CHIMERA LAB

AN AREA FILLED WITH HYBRID CREATURES


TITIBOO CLIFFSIDE
MURASAKI SPRINGS
CHIMERA LAB
TITIBOO ROPEWAY
P-KORP

EXPLORE YOUR SURROUNDINGS

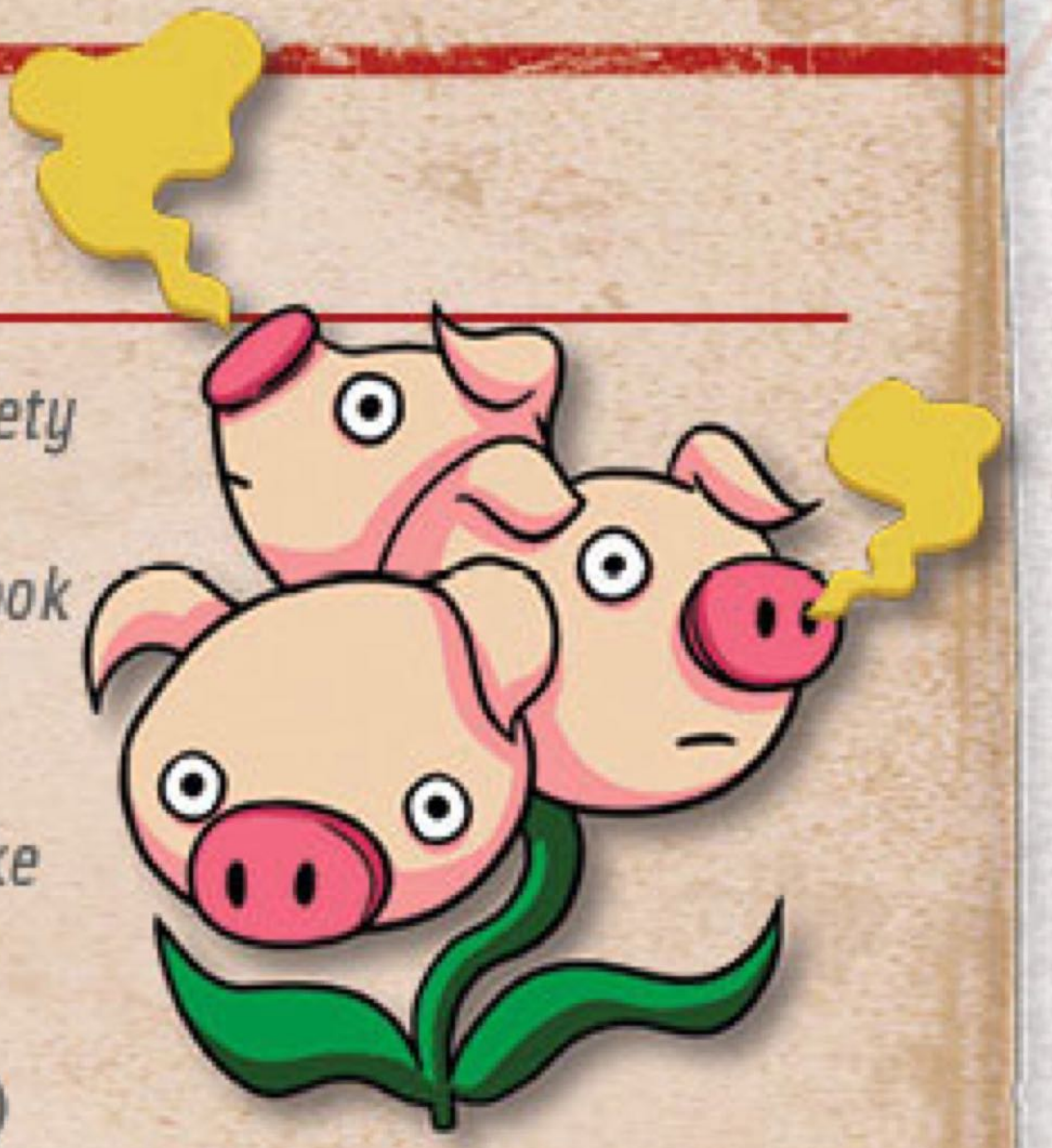
Your new surroundings can easily distract you from your goal of reaching Club Titiboo. Feel free to explore the area and open presents, but beware the powerful enemies lurking north of the factory!

SHORTCUTS

The exclusive Club Titiboo is the sole domain of factory workers, but that won't stop some of the world's most determined clubbers…including old men who enjoy ogling the waitresses.

ENEMIES

PIGTUNIA

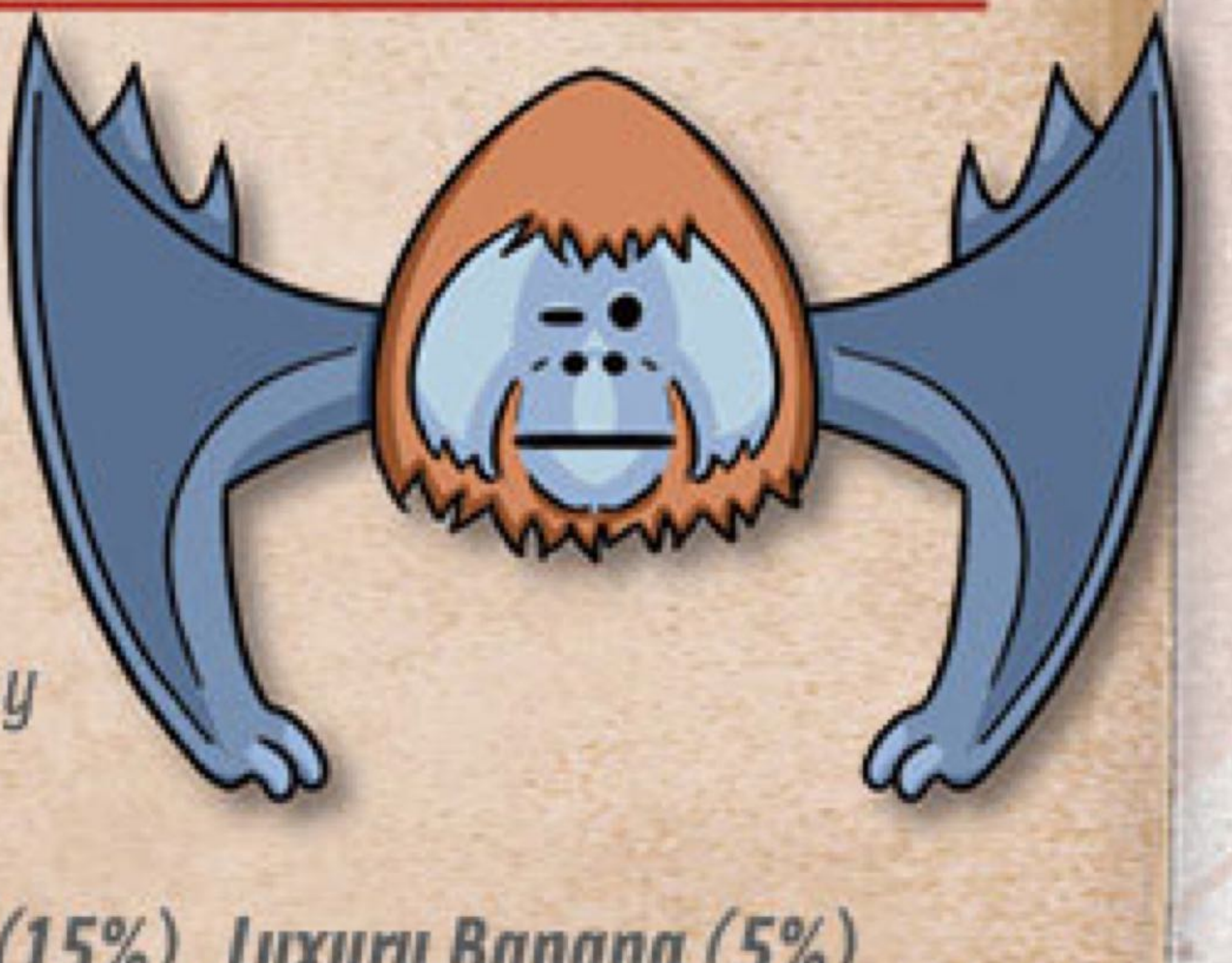


A rather deadly variety of flower which is pretty boar-ing to look at. They can sprout sibling plants and make you cry, so take them out fast!

***Flea Powder** (10%)*

HP: 352 | OFF: 96 | DEF: 48 | EXP: 182 | DP: 60

BATANGUTAN



Is it itching for a fight or itching from the fleas it carries? Either way, it's low offense and HP make it pretty easy to knock over.

***Ancient Banana** (15%), **Luxury Banana** (5%)*

HP: 213 | OFF: 60 | DEF: 20 | EXP: 70 | DP: 50

HOT SPRING WORKOUT

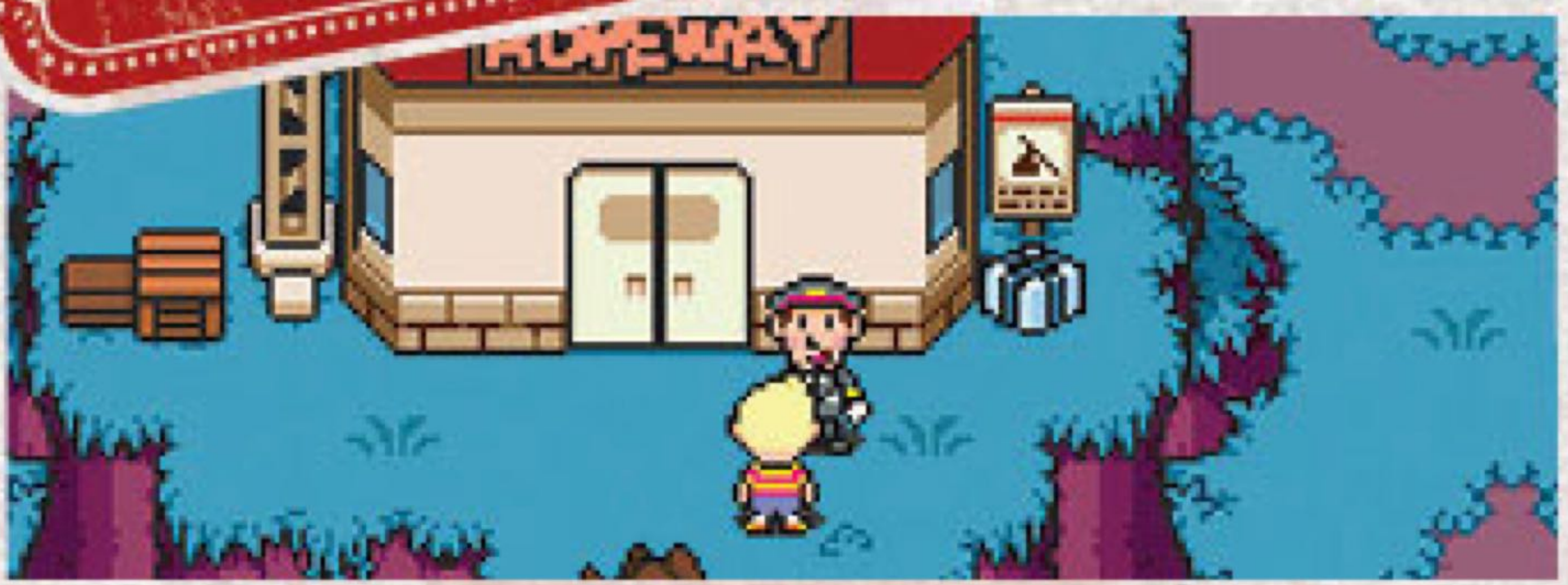
Skip the factory vending machine—there's a much cheaper way to simultaneously fill your inventory and gain experience! Go north of the factory and then head west, avoiding any enemies you come across. Just beyond the guarded Lab lies the super-strategic Murasaki Hot Spring!

CHICK TRICK A generous chicken stands near the sign, ready to offer you a free egg. Walk into the spring and it will become a "Hot Spring Egg" which replenishes a whopping 100 HP! Not only that, but once the egg is boiled you can go back for more. Repeat this trick until your inventory is filled.

HOME BASE With pockets full of nutritious boiled eggs, head out into the nearby forest and start fighting some of the weaker chimeras. Use the eggs to keep your health up, and when you're low on eggs or PP, head back to the spring to recharge and refill.

SAFETY DANCE Eventually you'll be powerful enough to tango with tough foes, including the vile Ostrelephant. Since Boney's attacks aren't very effective, have him guard (to keep his HP meter rolling slowly) and heal while Lucas uses PK attacks. Remember, the hot springs revive fallen party members!

Club TITIBOO TICKETS?

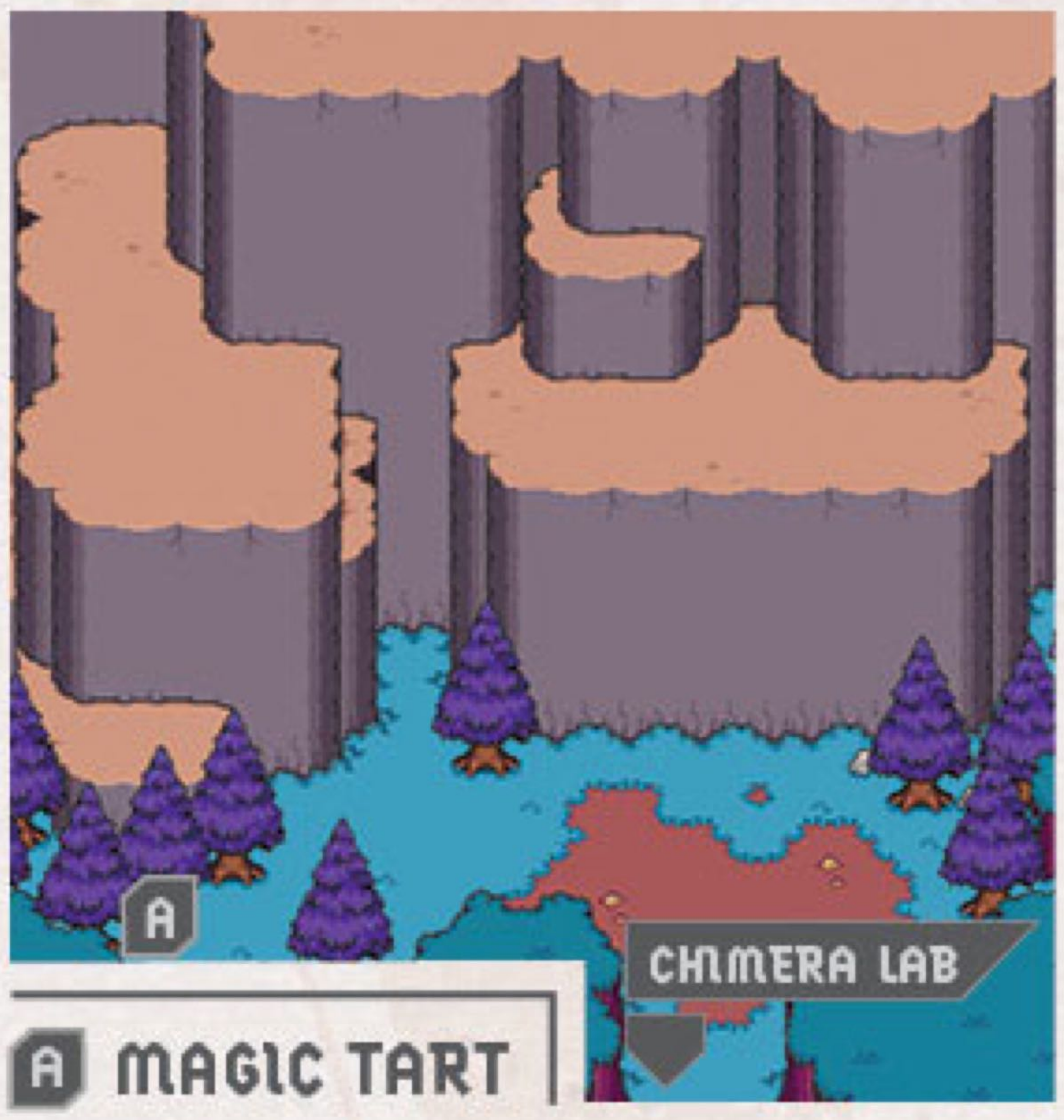


SORRY, EMPLOYEES ONLY

The only way to get to Club Titiboo is via the Ropeway, but don't get too excited about clubbing just yet—only employees of the factory can hitch a ride. With so many exclusive perks, it looks like it might be time to get a job…

MAP TITIBOO CLIFFSIDE

A DEAD END BEHIND THE CHIMERA LAB



P-KORP PROUDLY INTRODUCES

CLAYMAN®

Productive times demand a productive workforce. Today's laborer is experienced, smart, and determined to earn lots of money.

! LIMITLESS DEDICATION	Forged from the clay of the earth, Claymen® are industrial powerhouses. The P-KORP Clayman® quietly accepts any task, working to complete exhaustion.
! ORGANIC *MUON* TECHNOLOGY	Powering every P-KORP Clayman® is patented Multi-Use Orthostatic Neoplasm technology, which guarantees long life and dedicated service.
! FINITELY RECHARGEABLE	With industrial power supplies, each Clayman® can operate for days on end. Even in remote locations, recharging is simple thanks to the MCPs.
! MOBILE CHARGE PRONGS	For mobile charging, thrust the charging prongs deep into the Clayman® and give it a swift kick in the asphalt.

P-KORP

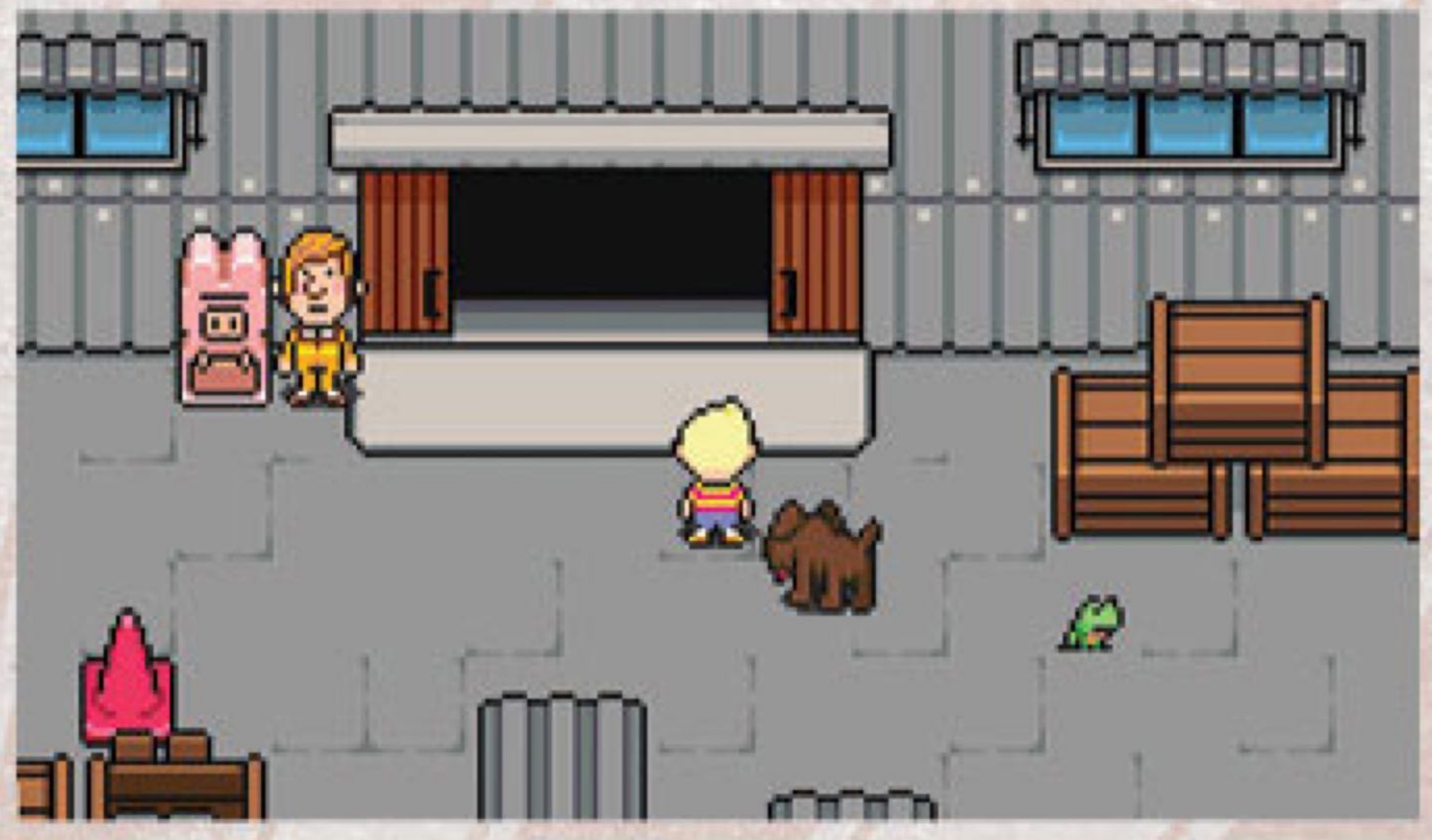
PRESENT-TATION IS EVERYTHING

Near the waterfall is yet another unusual present. Just sit back and enjoy a brief and unexpected treat!

VENDING

CLAYMAN FACTORY

Fizzy Soda	6 DP
Beef Jerky	26 DP
Antidote	8 DP
Paper Fan	12 DP
Eye Drops	10 DP
Flea Powder	30 DP

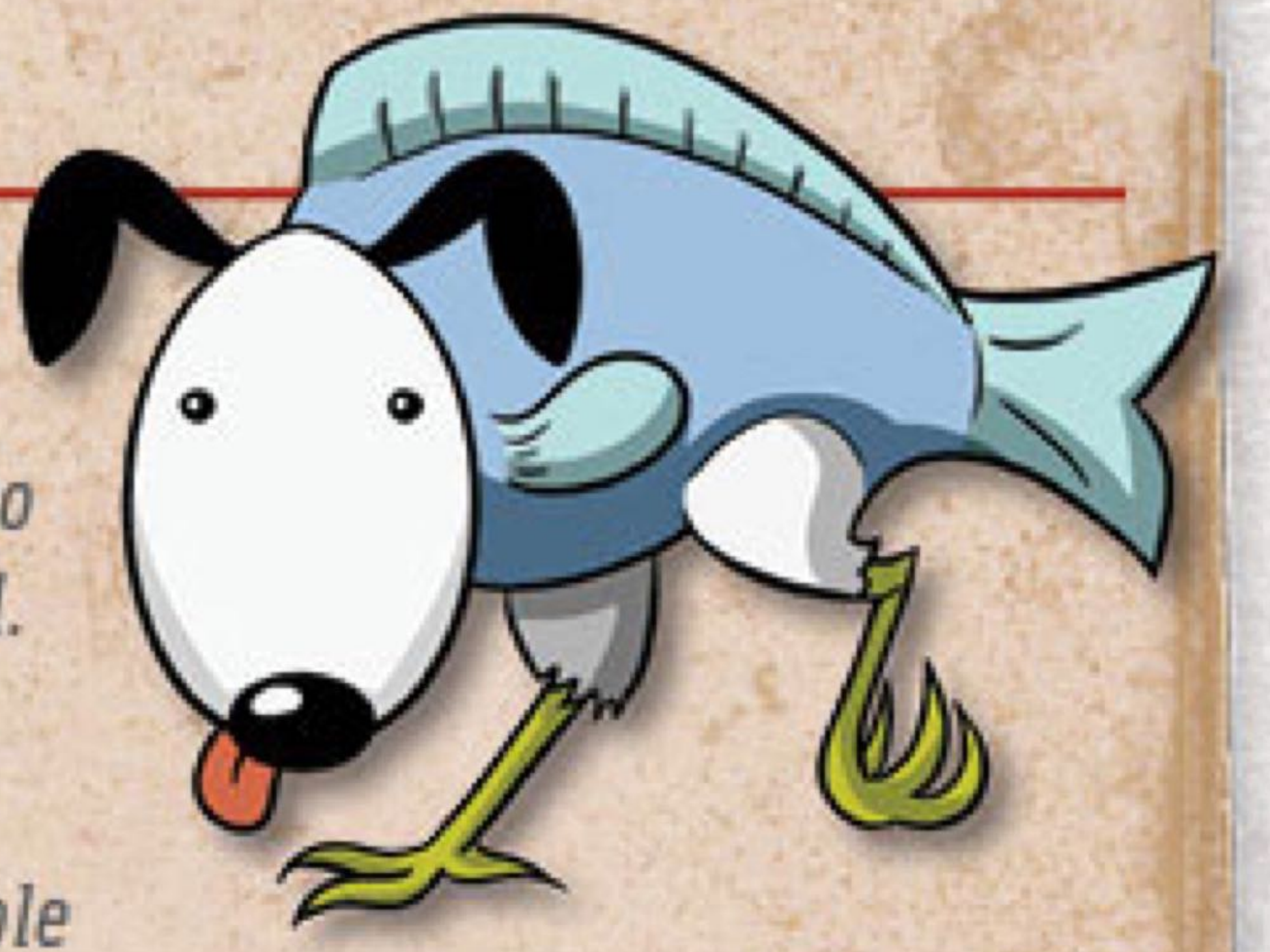


PART-TIME JOB

Back at the factory, the Pigmask in charge is more than willing to hand out a job to a former holdout. The only signature he needs is…yours! After signing on the dotted line, Lucas is promptly sent to work. Boney's dogness makes him eligible for a special canine work program.

ENEMIES

DOGFISH

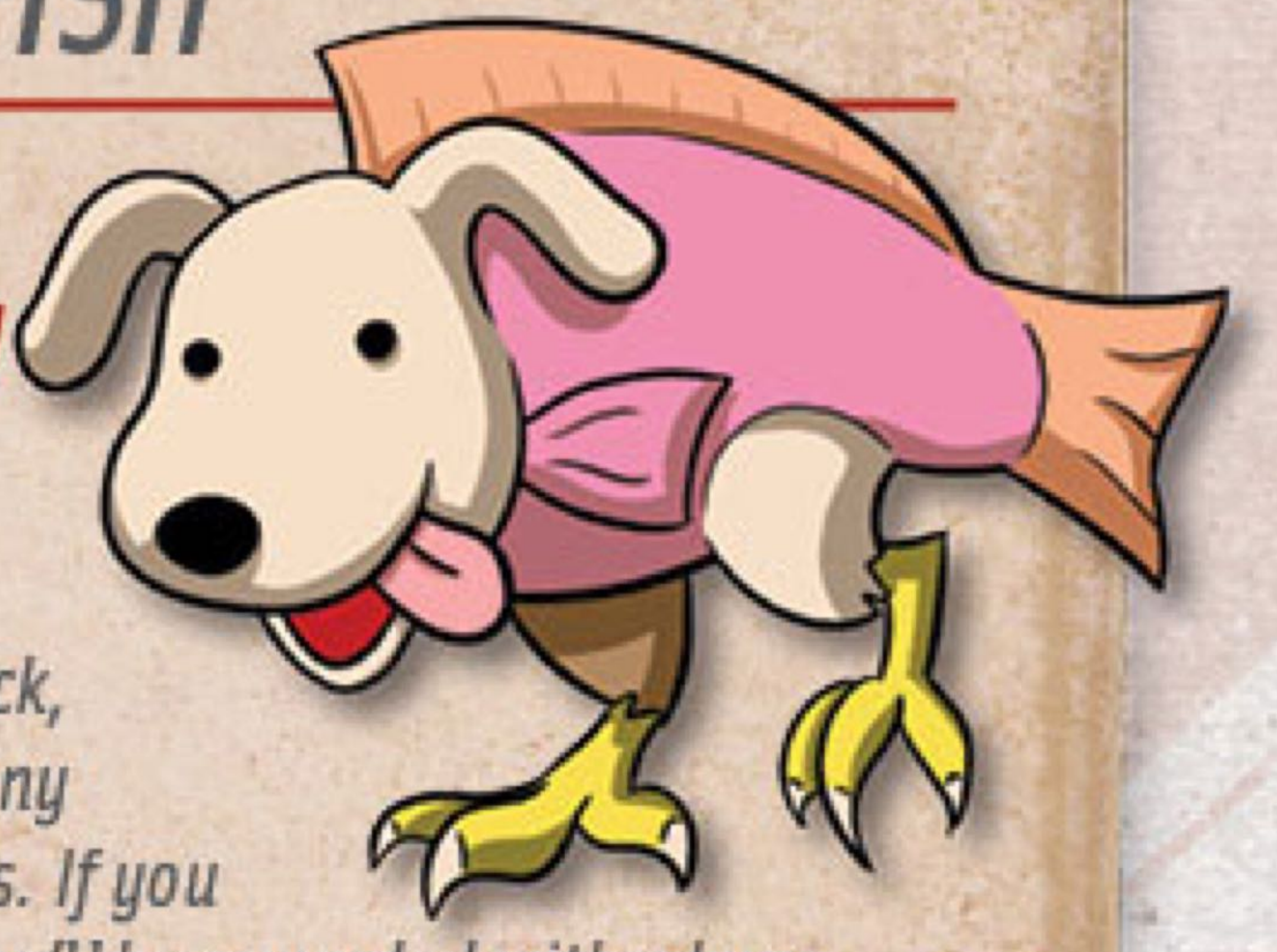


Chimera Lab experiments have turned this dog into man's worst friend. Watch out for its deadly PK Freeze attack! If you double back to where it leaps from its pond, you may be able to score an easy surprise attack.

Doggy Biscuit (15%) | ***Doggy Jerky (10%)***

HP: 368 | **OFF: 102** | **DEF: 42** | **EXP: 322** | **DP: 45**

TOP DOGFISH



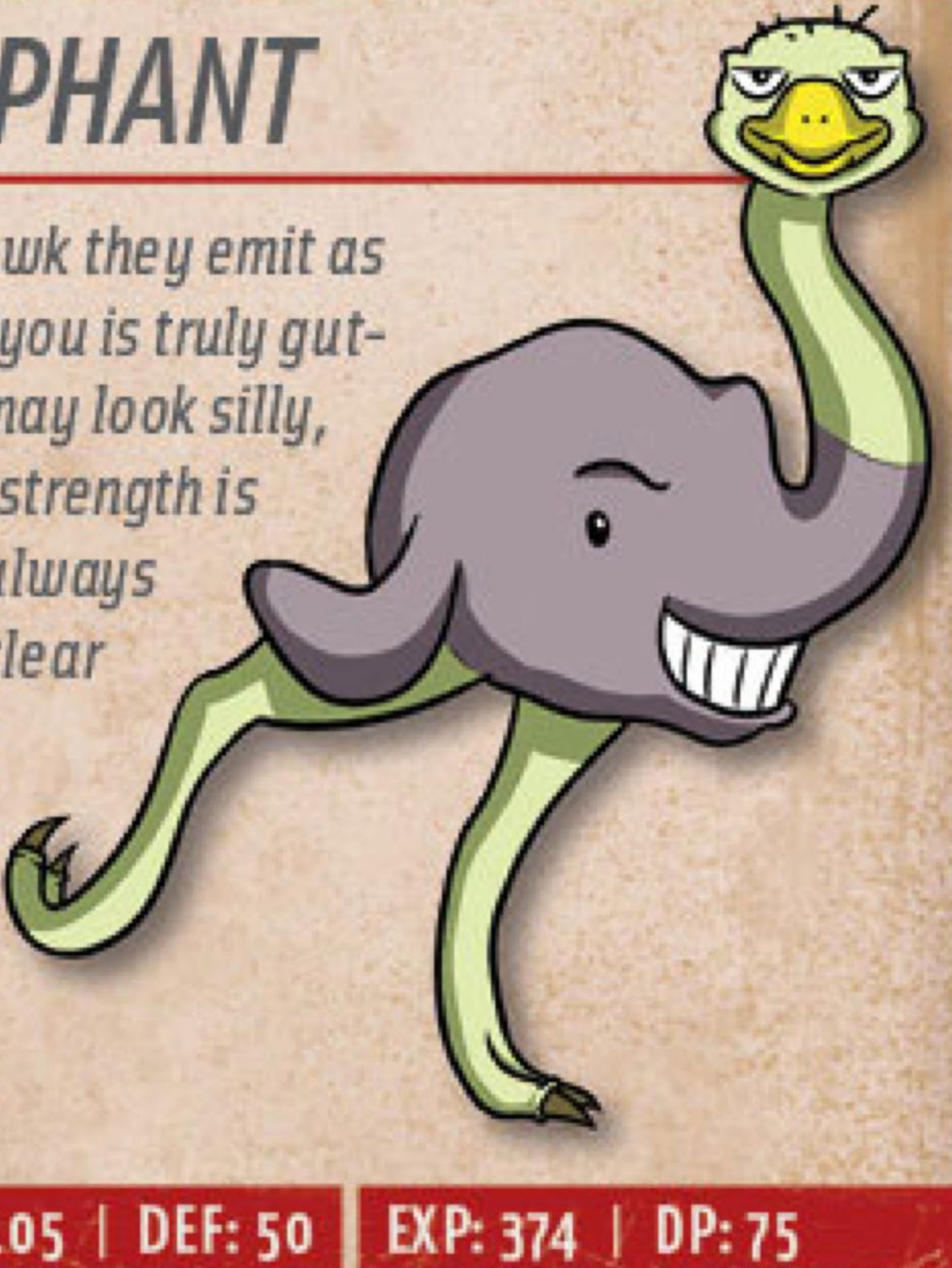
RARE! WARNING!

This rare chimera is ultra-powerful! As leader of the pack, it doesn't make many public appearances. If you can take it down you'll be rewarded with a huge amount of Exp., DP, and a valuable Meteotite.

Meteotite (100%)

HP: 861 | **OFF: 132** | **DEF: 58** | **EXP: 2032** | **DP: 869**

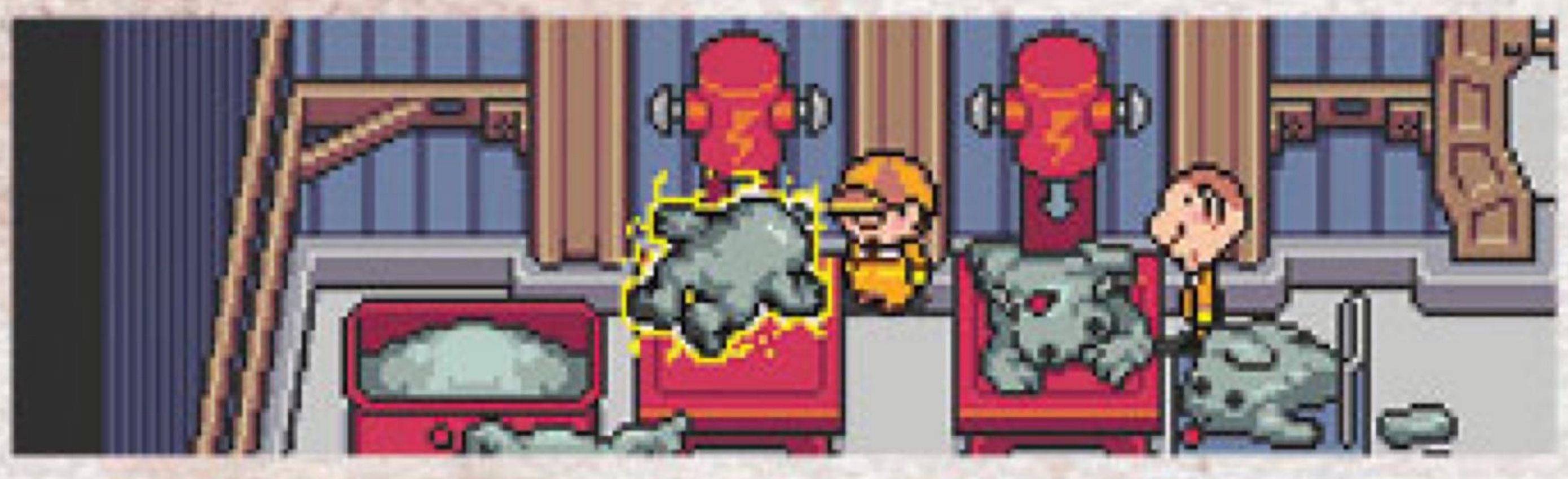
OSTRELEPHANT



The odd roar/squawk they emit as they dash toward you is truly gut-wrenching. They may look silly, but their physical strength is something you'll always remember! Steer clear unless you've got plenty of PP and healing items.

Beef Jerky (5%)

HP: 400 | **OFF: 105** | **DEF: 50** | **EXP: 374** | **DP: 75**



THE CLAY MINES

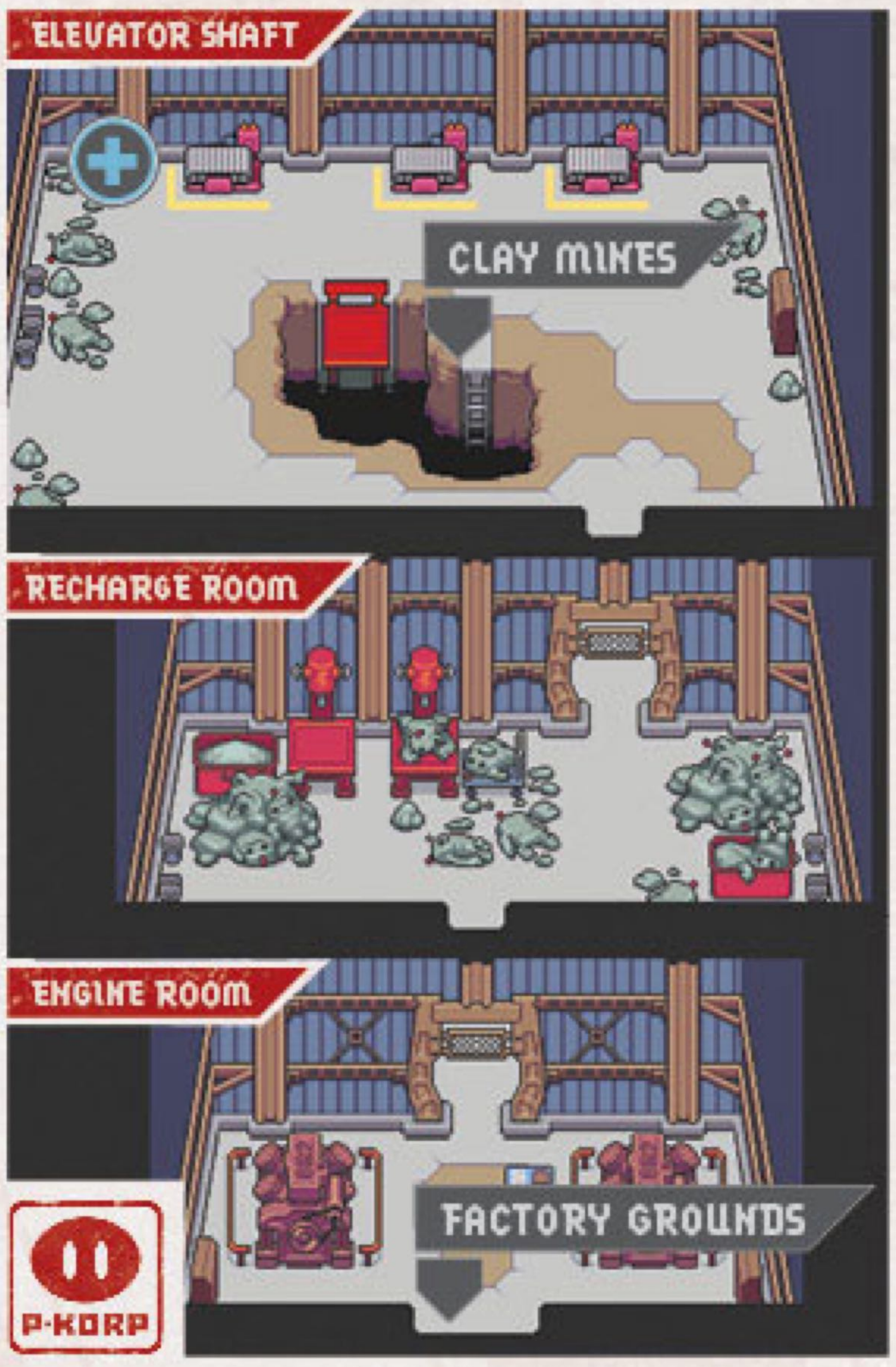
At the bottom of the ladder is the Pigmask in charge of the elevator shaft. Your job is to explore the mine and find tired-looking (and tired-sounding) Claymen. When you find one:

1. *Push a tired Clayman all the way back to the Pigmask at the elevator.*
2. *Talk to the Pigmask. He will lower the elevator and send the Clayman to the top.*
3. *Go up the ladder and continue to push the pile of putty to the recharge room where Bud and Lou will handle the rest.*

MAP

FACTORY LEVEL

ENTRANCE, RECHARGE ROOM AND ELEVATOR

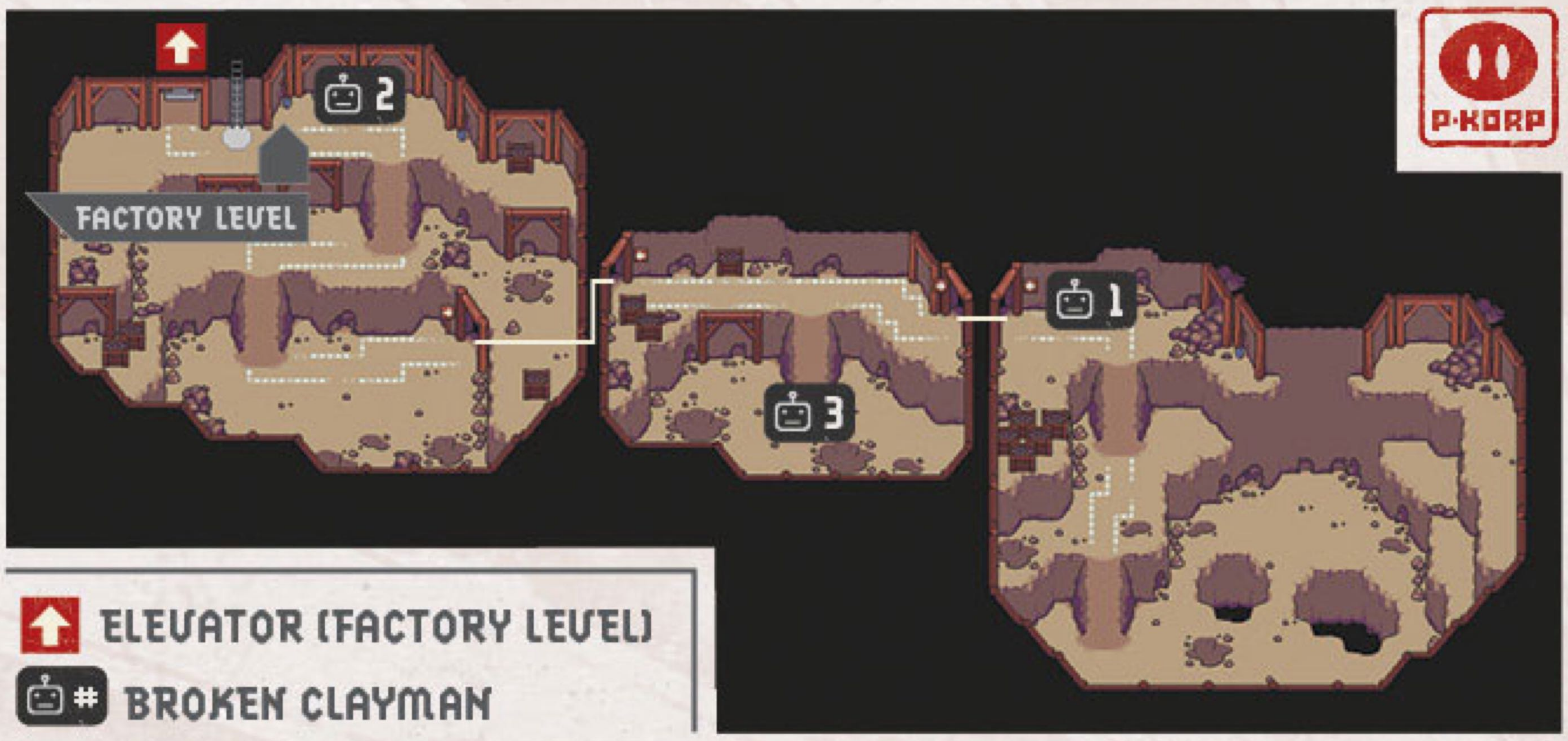

ELEVATOR SHAFT
CLAY MINES
RECHARGE ROOM
ENGINE ROOM
FACTORY GROUNDS
P·KORP

WARNING! Energizing stations are for CLAYMEN℗ ONLY!

MAP

THE CLAY MINES

EXCAVATING MUD AND SLUDGE TO CREATE MORE CLAYMEN


P·KORP
2
FACTORY LEVEL
1
3
ELEVATOR (FACTORY LEVEL)
# BROKEN CLAYMAN

CHAPTER

No 4

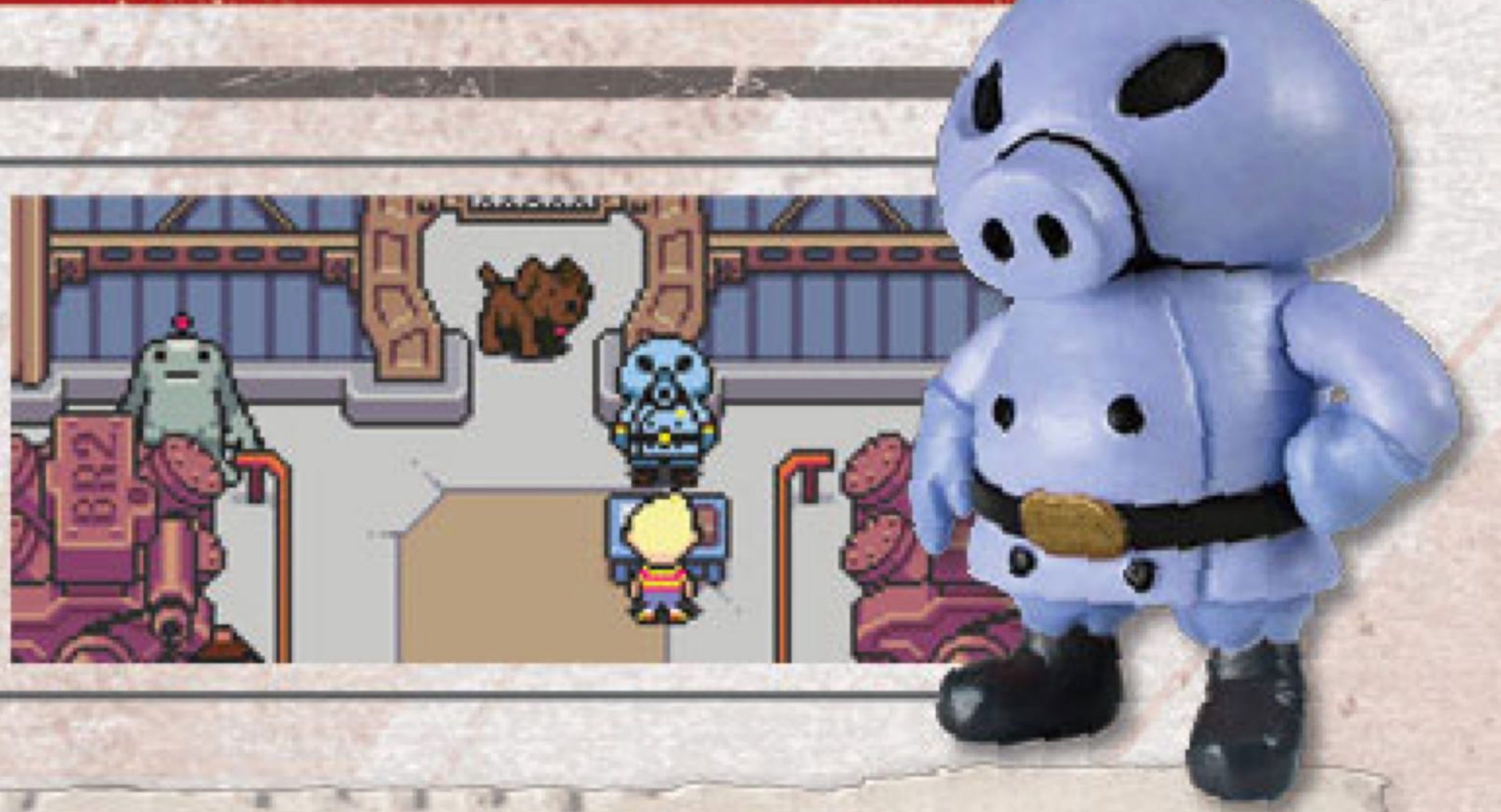
PART THREE

MYSTERY CLUB

Club TITIBOO

PAY DAY

Once you're finished charging the Claymen, talk to "Mr. Brown" (the blue Pigmask) to get your salary and a Ropeway ticket. Club Titiboo awaits -- it's finally time to find out who that Duster look-alike really is!



SAVED: TWO

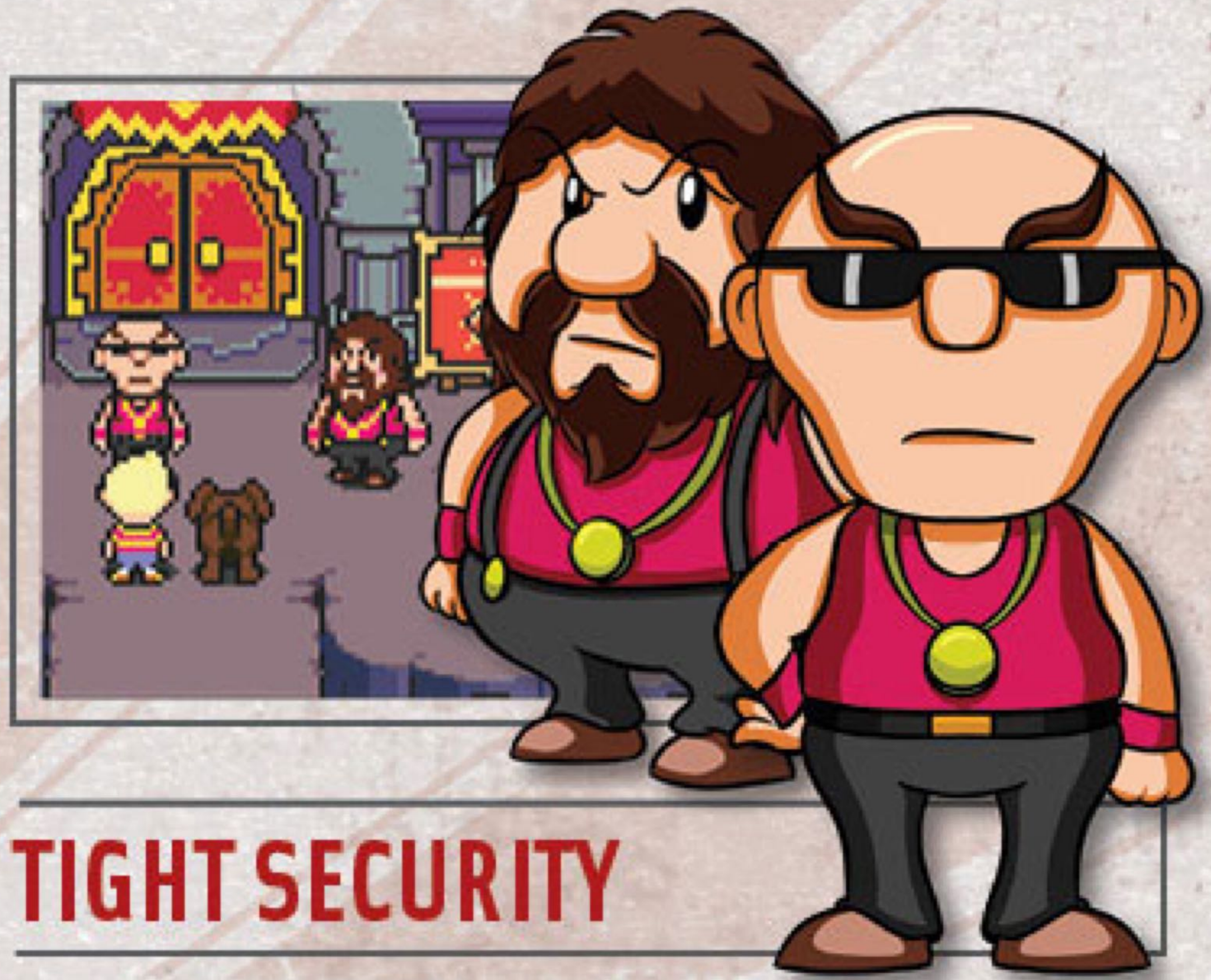
Before you take the Ropeway, you might consider running back to Tazmily for a nap. Just as you enter the tunnel, though, a stranger bravely plucks you from the clutches of impending doom! This ultra-dedicated public servant will do his best to keep you from making the mistake of your life—up to 5 times, at least. After that, he'll finally reveal a secret about his true identity.

NICE VIEW

For 1 DP you can use the binoculars to check out the view. In the distance you can see an ominous tower that gives Boney the shivers.

FIREWORKS

You'll find another once-in-a-lifetime present left by an anonymous pyrotechniac on the Ropeway bridge. ...Ah.



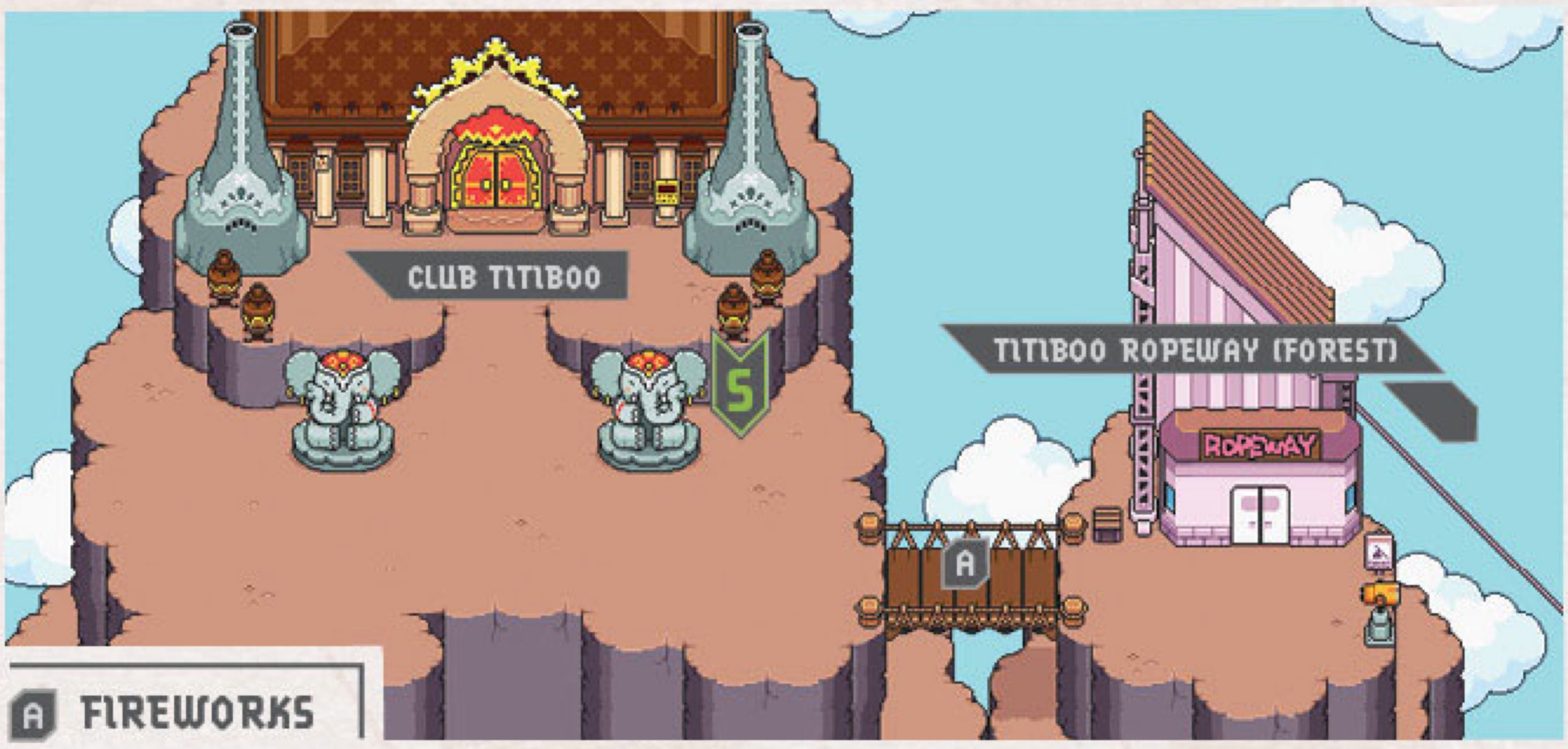
TIGHT SECURITY

You've finally reached the entrance to Club Titiboo, but there's a problem with the hired goons. They've had careful instructions about letting underage kids or dogs into the club. Just as things are about to get hairy, a good-looking waitress named Violet steps out and vouches for you.

MAP

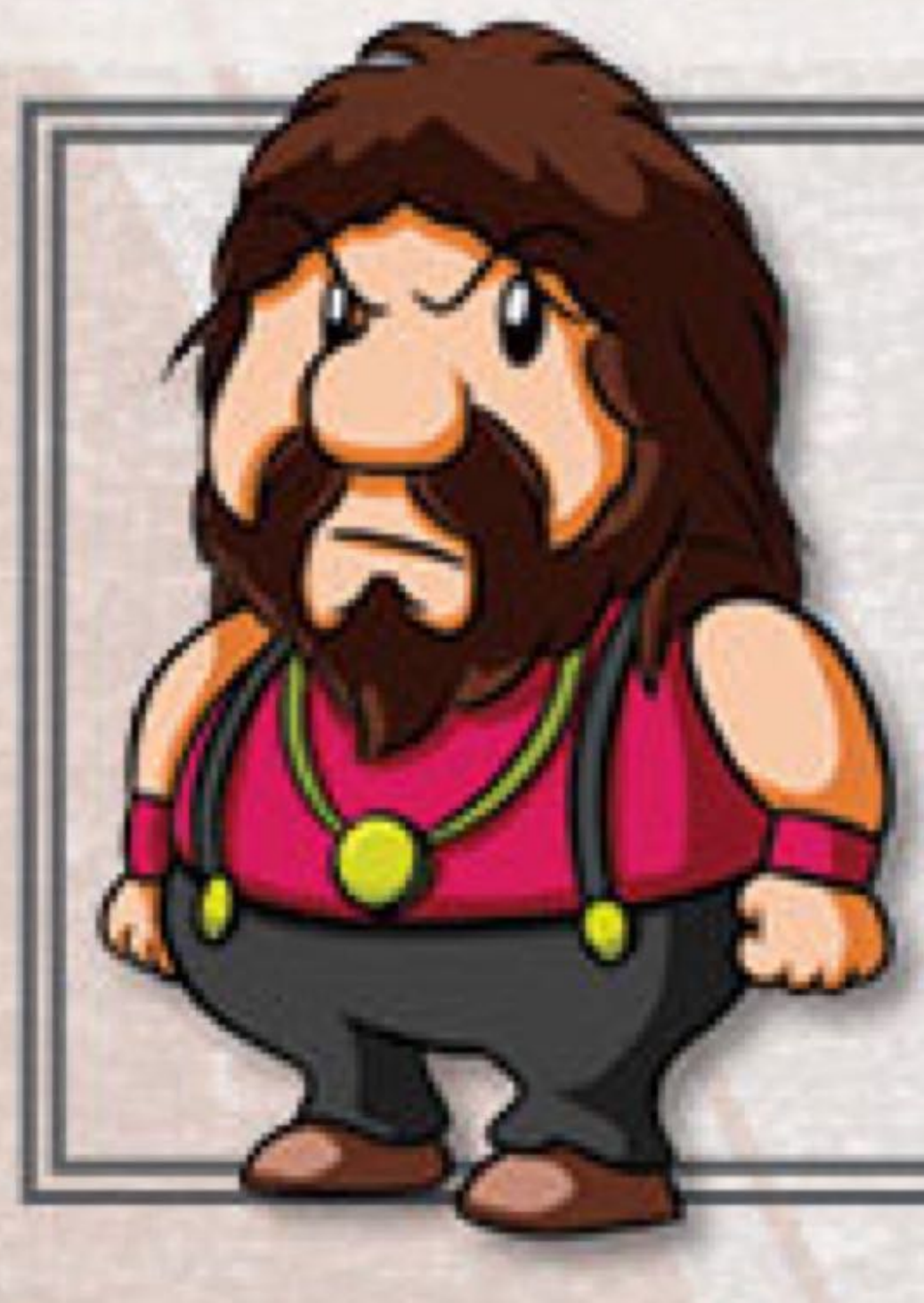
CLUB TITIBOO (OUTSIDE)

CLIFFBOUND RESORT FOR EVERYDAY WORKERS.


CLUB TITIBOO
TITIBOO ROPEWAY (FOREST)
ROPEWAY
5
A
A FIREWORKS

SKINHEAD

Professional bouncer with a keen nose for underage kids.



NECKBEARD

Hired muscle who can smell a dog a mile away.

ANOTHER SHADE OF KUMATORA

Safely inside the club, Violet reveals that she is… Kumatora! She'll explain everything later, but for now suggests that you find a seat for the DCMC show. Don't be afraid to do a little exploring first.

NERDCHANDISE

If you talk to the bearded guy you can buy some high-quality fan-made merchandise, the best kind of merchandise there is! Don't buy the DCMC Pamphlet though. If you're patient, you're sure to score a free one sooner or later…

DCMC
DC MC
DcMc
DcMc

DcMc MERCH

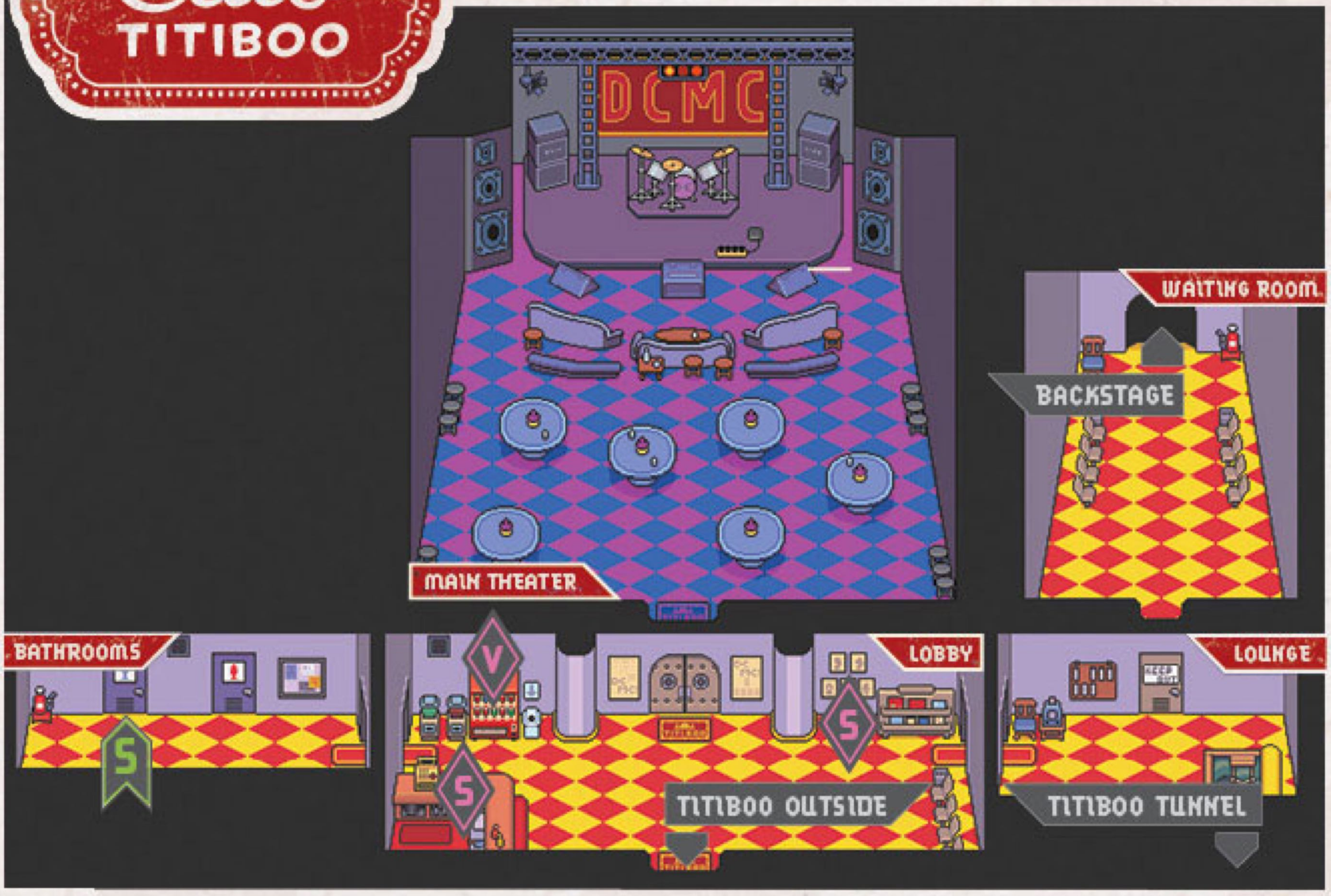
DCMC Pamphlet	100 DP
DCMC Shirt	360 DP
DCMC Hat	200 DP
DCMC Ring	400 DP
Pickled Veggie Plate	10 DP

MAP

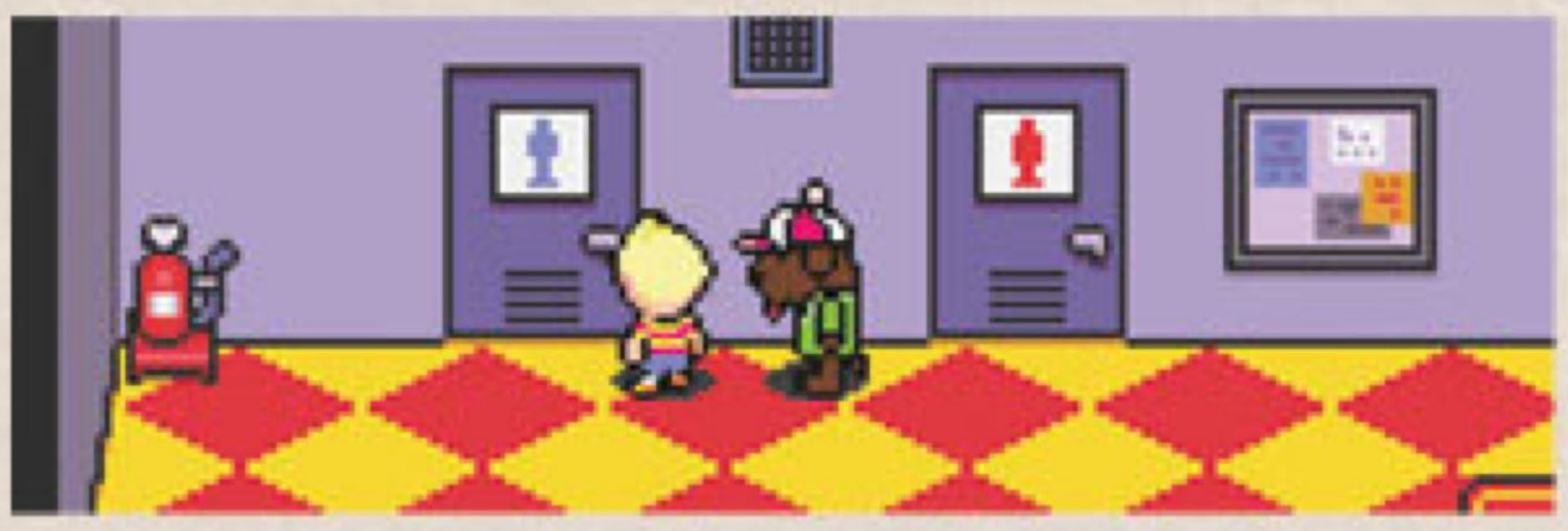
Club TITIBOO

CLUB TITIBOO (INSIDE)

LOBBY, BATHROOMS, LOUNGE, AND MAIN THEATER


DCMC
WAITING ROOM
BACKSTAGE
MAIN THEATER
BATHROOMS
S
V
S
S
LOBBY
LOUNGE
TITIBOO OUTSIDE
TITIBOO TUNNEL

BATH-ROOM



You're out of luck if you need to use the restroom. The men's bathroom is occupied by a save frog (who is dedicated to doing his duty) and the women's bathroom…well, it's the women's bathroom. Even if you try to sneak outside, your actions are transparent to the unsympathetic Neckbeard!

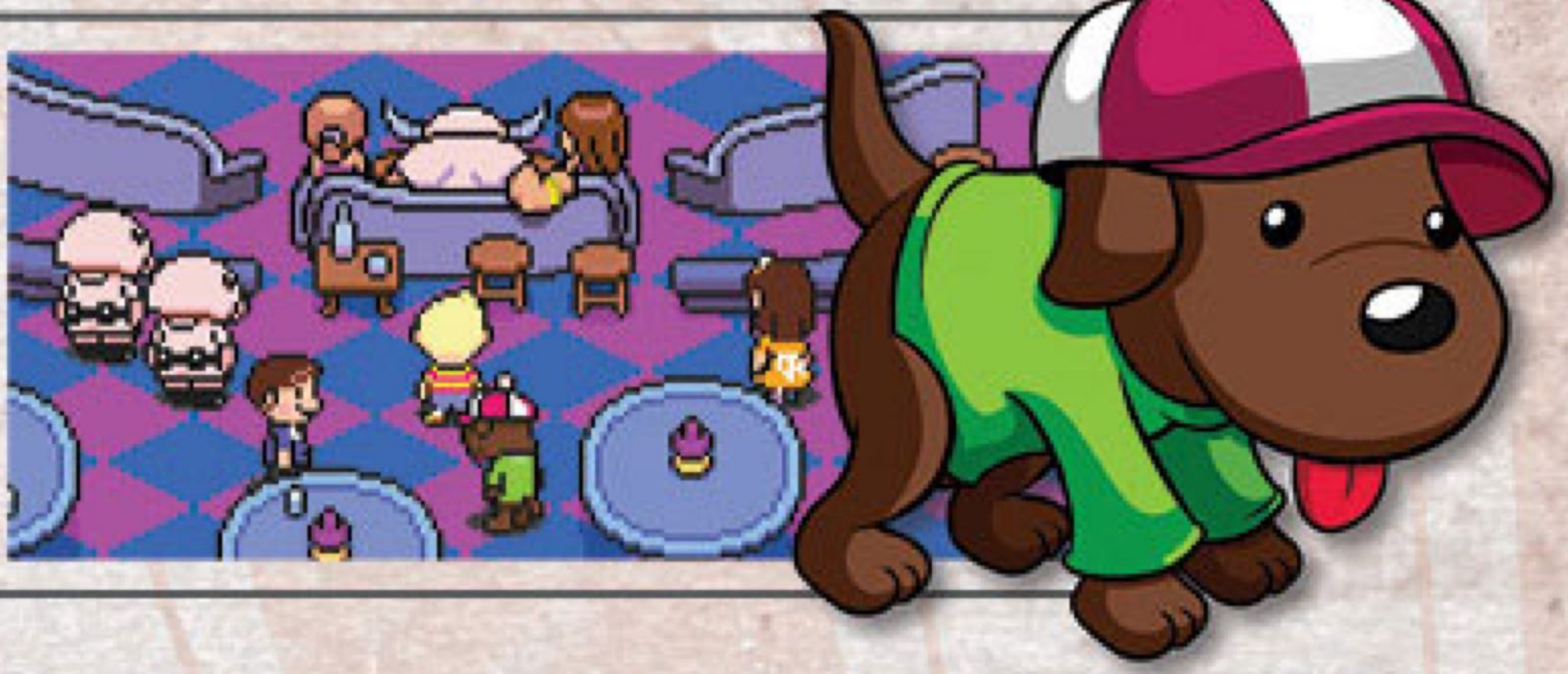
S REFRESHMENT STAND

Big City Soda	8 DP
Big City Cola	10 DP
Big City Burger	60 DP
Big City Fries	40 DP
Doggy Biscuit	16 DP

VENDING MACHINE

For only 10 DP you can get a Big City Cola!... Not any different from the cola you get at the stand, but you can't beat the convenience!

SAY TONDA GOSSA TO DCMC

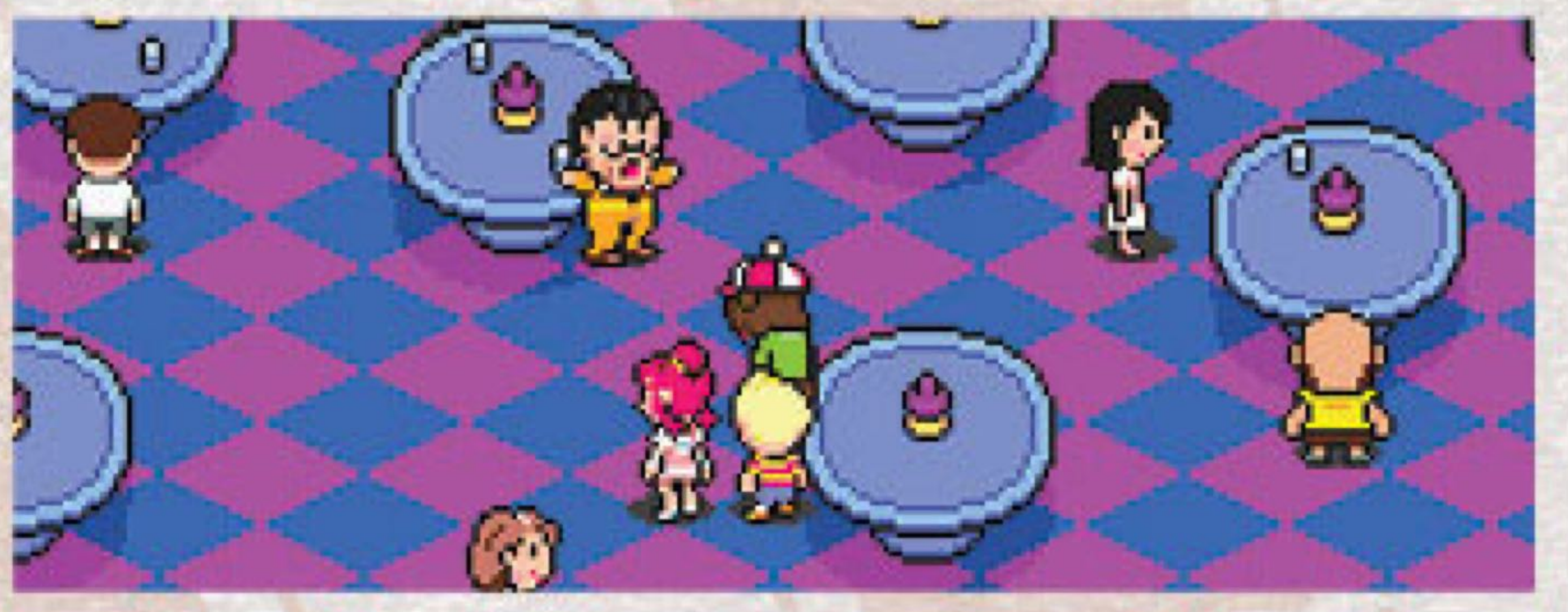


It looks like Lucas and Boney have missed the DCMC show! Luckily the encore is about to start. Do some mingling and talk to ***everyone*** in the room. After all that walking, Boney's dogs will be barking.

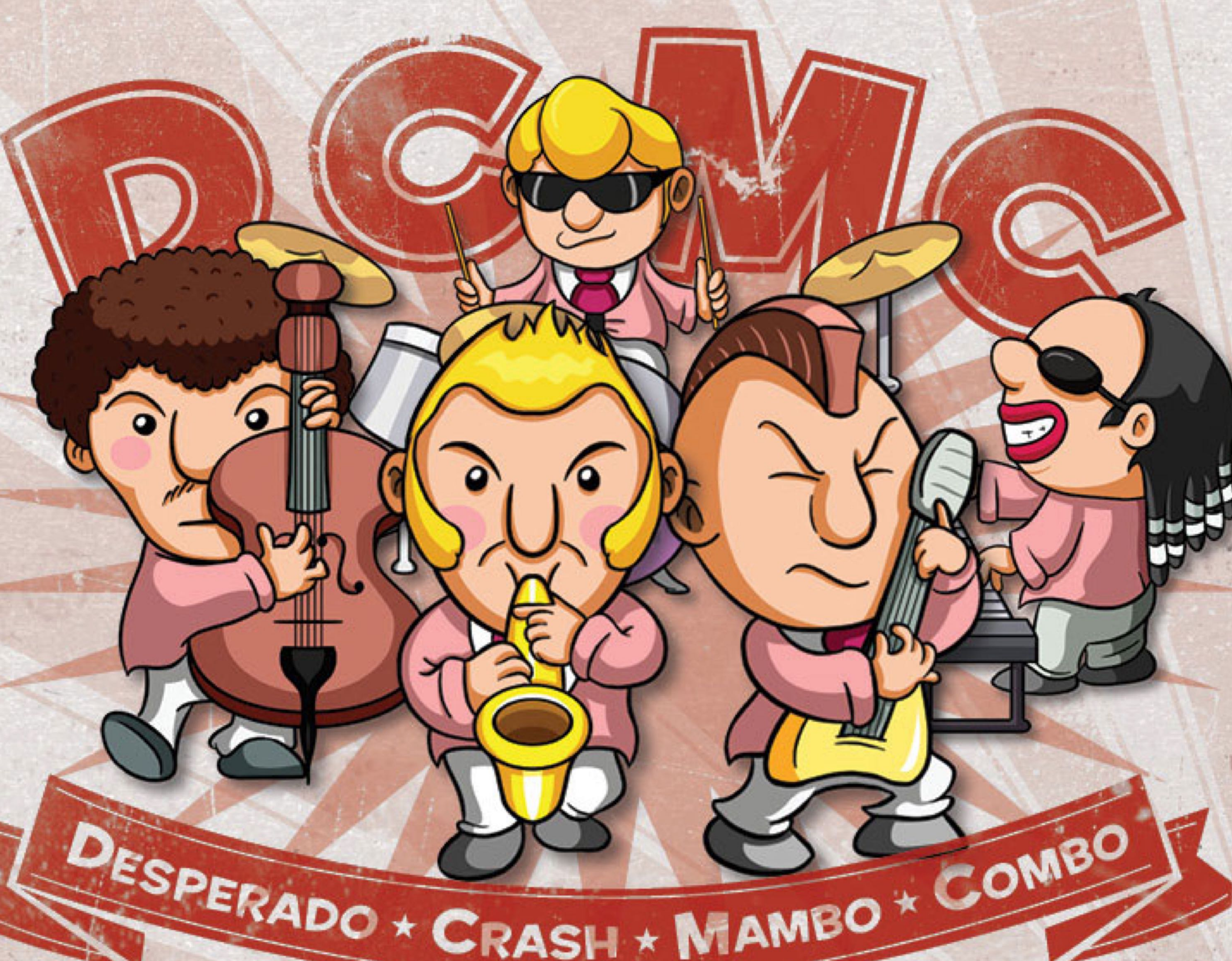
PARDON
ME & ME & ME

If you try to leave the theater someone will always bump into you, barring your exit. Even one of the DCMC band members shows up! If a waitress bumps into you and sees that you've got room in your inventory, she'll recognize her chance to sell you an overpriced item and apologize. If there's no room in your inventory, though, you'll just be another annoying kid getting in the way...

SPIT-TAKE THOMAS



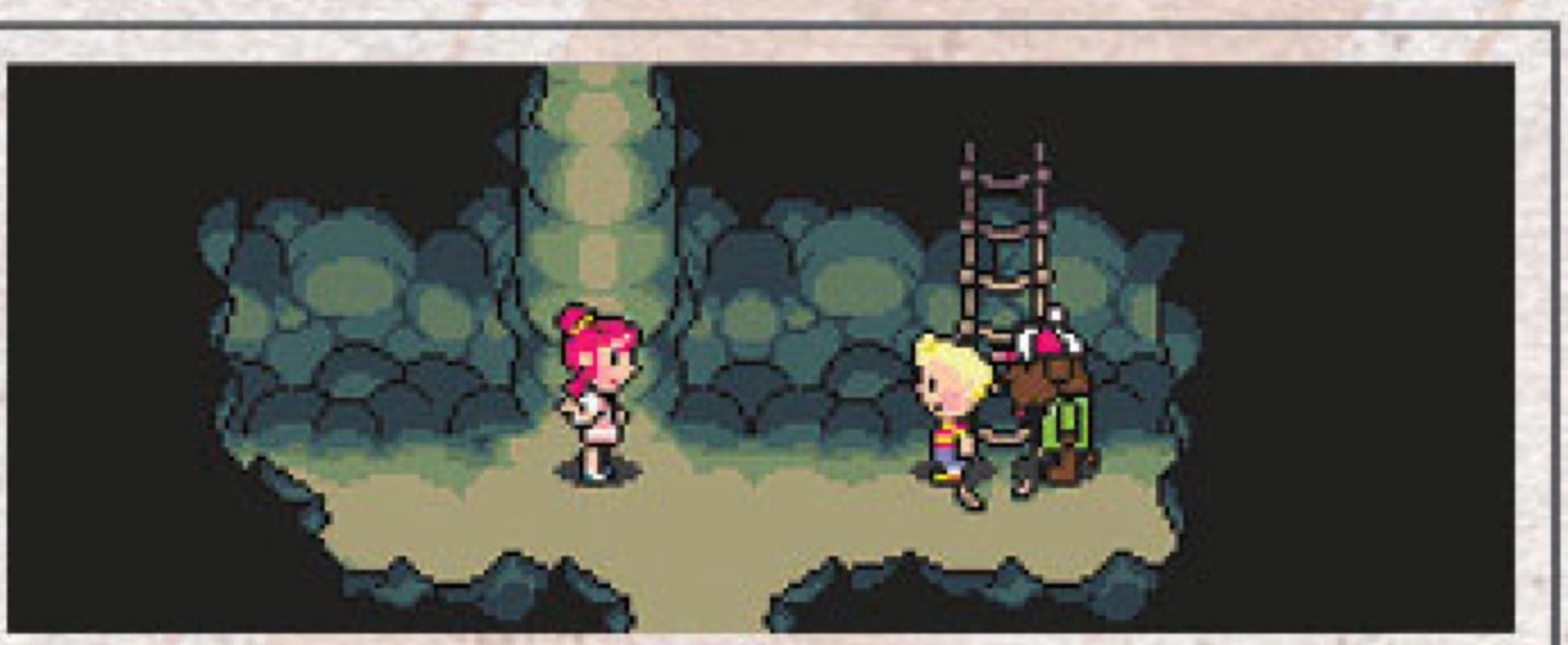
Violet offers to take your order, but a latecomer interrupts. Why, if it isn't Thomas! Violet tells you to meet her in the lobby after the show and that there is a lot to discuss. Don't worry about that now; the encore is about to start!



SCORE SOME SWAG

On the way out of the theater after the encore you'll be offered a free DCMC Pamphlet. Take it even though it's not a great weapon—it could come in handy in the future!

THE SECRET PASSAGE

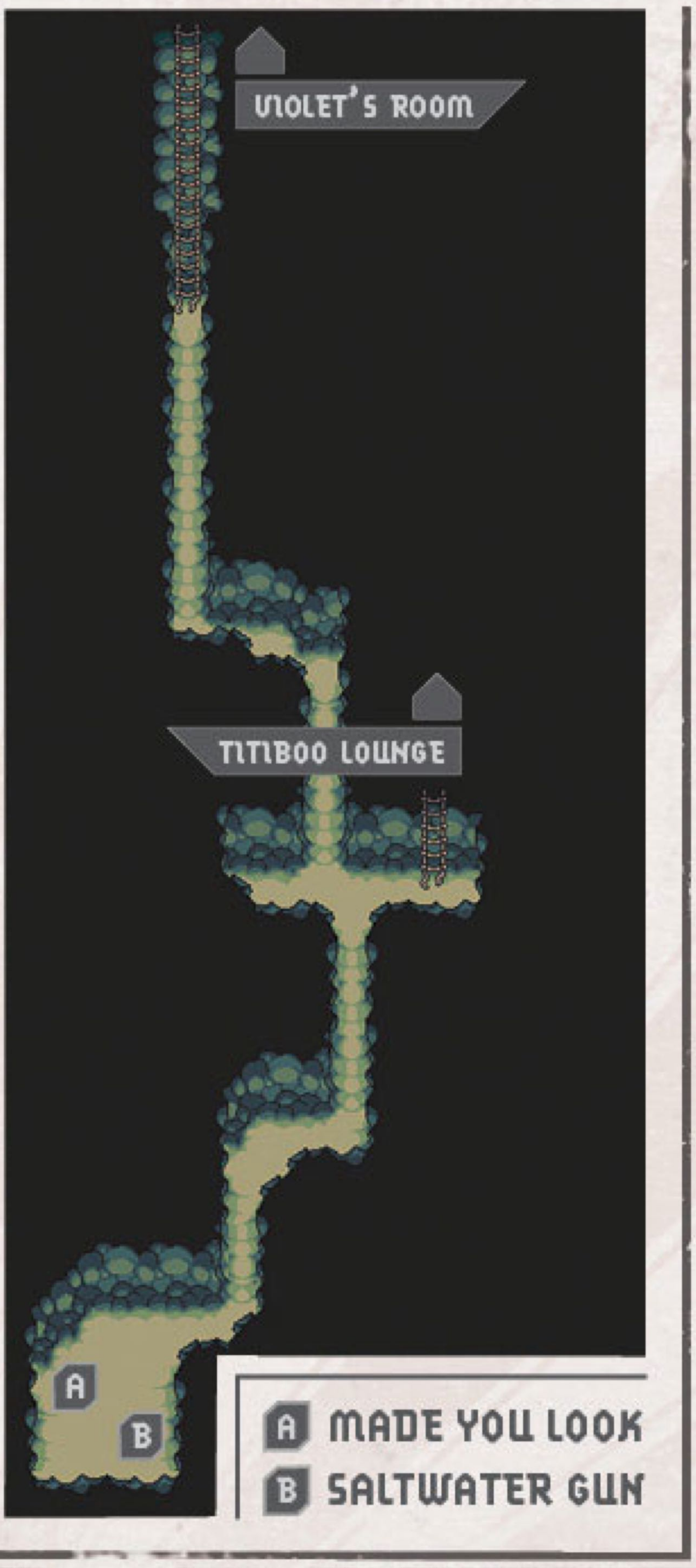


Look for Violet towards the room on the right. Follow her down the ladder and into the underground passage. There are Slimy Slugs down here, but they won't be a problem. Follow the path south to find two presents containing a Salt Water Gun and a Made-You-Look. Go north and climb up the ladder at the end.

MAP

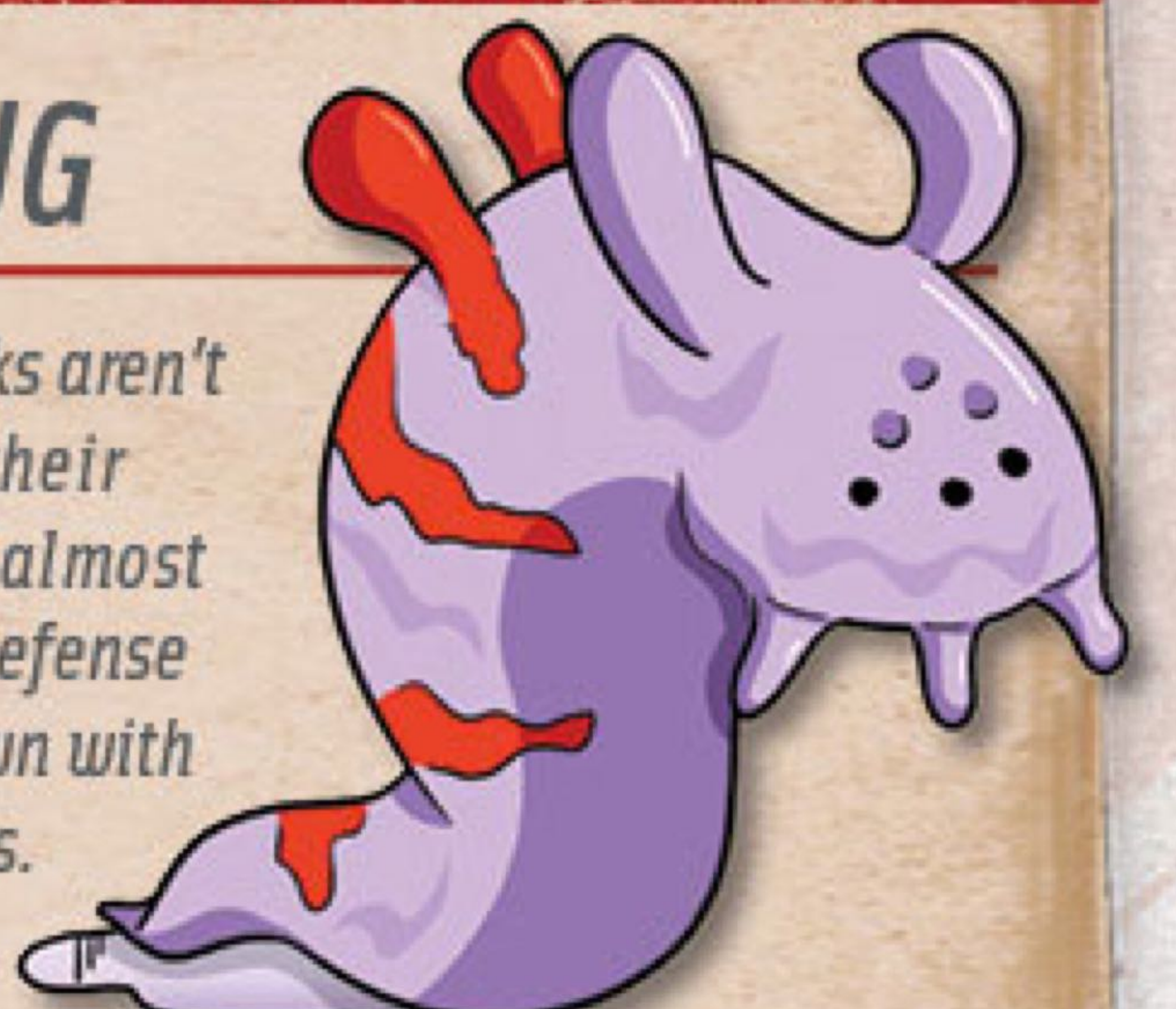
TITIBOO TUNNEL

A PASSAGEWAY UNDERNEATH THE THEATER



ENEMIES

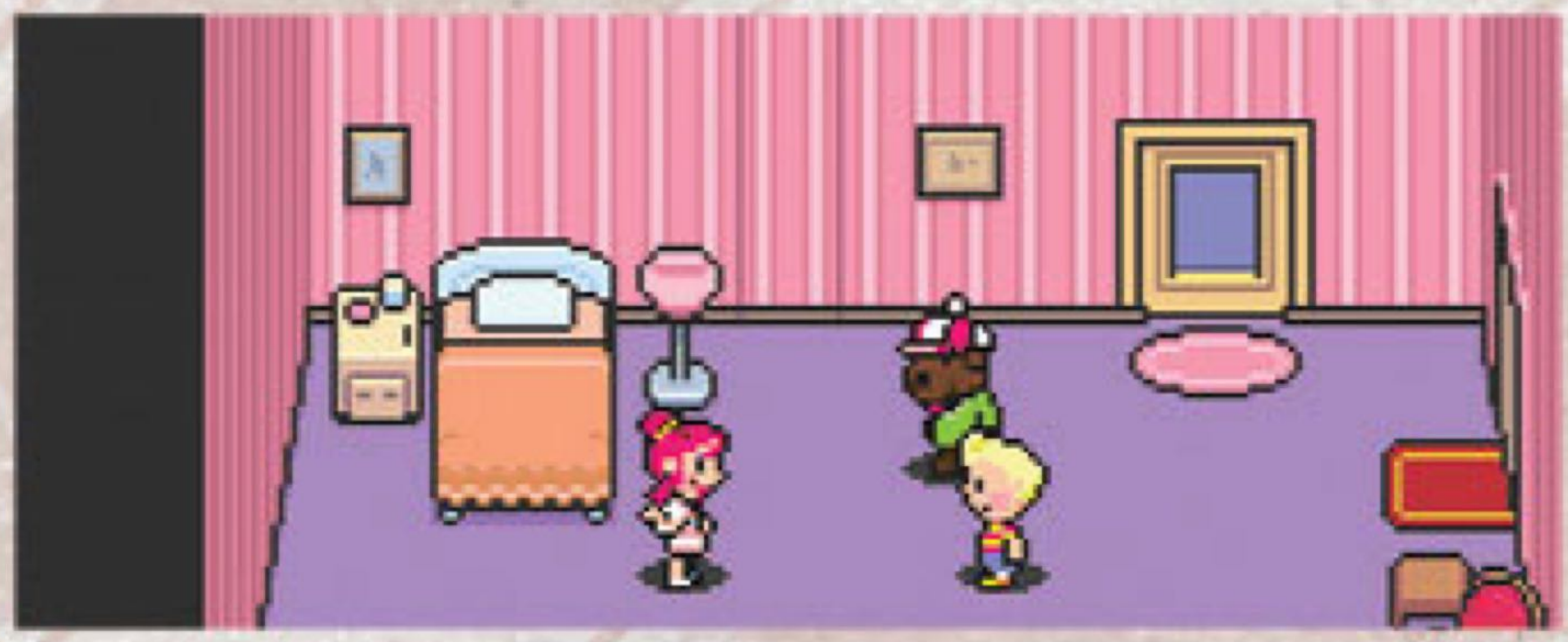
SLIMY SLUG



These slimy mollusks aren't so tough without their shells. In fact, it's almost as if they have no defense at all. Mow 'em down with some combo attacks.

Sprinting Bomb (5%)

HP: 167 | OFF: 64 | DEF: 8 | EXP: 38 | DP: 15



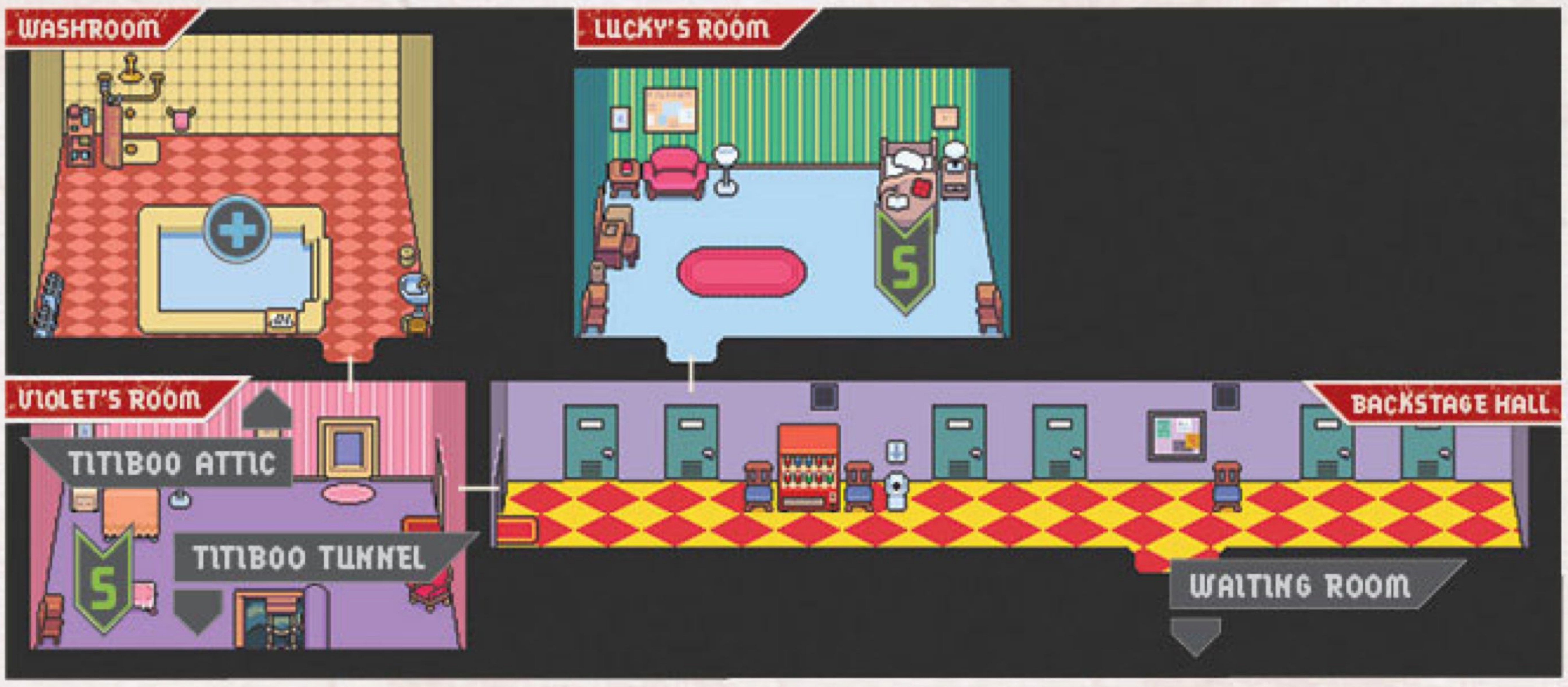
VIOLET'S DIGS

The tunnel leads to a nice dressing room. Kumatora has already jumped in the shower and, when she's finished, insists you take one as well. Try saying 'No' and you'll get a reminder of how persistent and impatient she can be.

MAP

CLUB TITIBOO (BACKSTAGE)

VIOLET'S ROOM AND THE BAND DRESSING ROOMS


WASHROOM
LUCKY'S ROOM
VIOLET'S ROOM
TITIBOO ATTIC
TITIBOO TUNNEL
BACKSTAGE HALL
WAITING ROOM

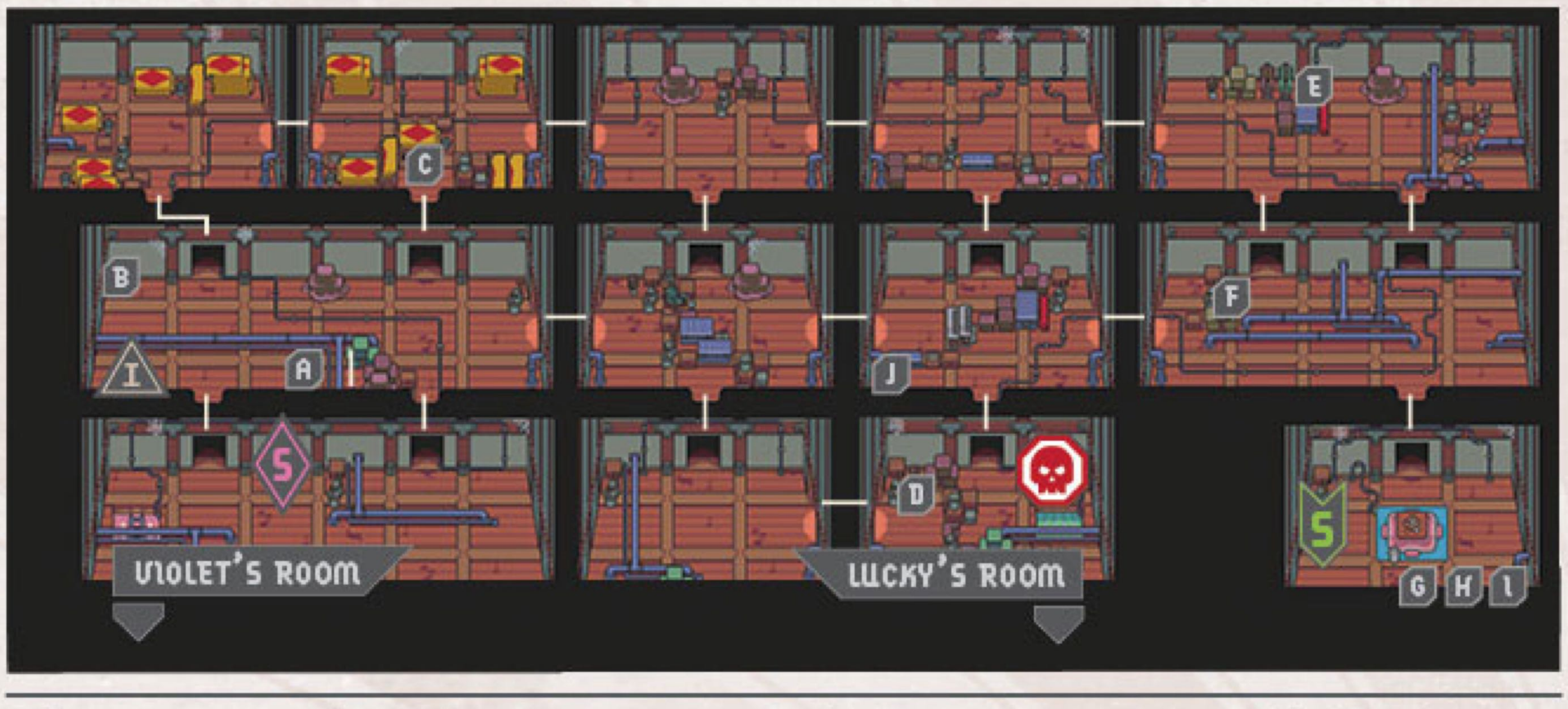
SHOWER BREAKTIME

After your shower, the three adventurers put their heads together to reminisce and figure out what to do with their current situation. Kumatora knows that Lucky—the DCMC bassist—is really an amnesic Duster, but she's not sure how to break it to him. She asks you to talk some sense into him, opening up a hidden passage through the attic to Duster's room.

MAP

CLUB TITIBOO (ATTIC)

THE CLUB'S STORAGE OF OLD INSTRUMENTS, MEMORABILIA & MORE


A
B
C
D
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J
VIOLET'S ROOM
LUCKY'S ROOM

A	ATTIC MAP
B	BUG SPRAY
C	ANTIDOTE
D	MAGIC TART
E	SPRINTING BOMB
F	BIG CITY FRIES
G	NICE STUFF
H	RICE STUFF
I	NICE RICE STUFF
J	MAGIC GELATIN

STRATEGY

A WELL-STOCKED ATTIC

You're about to run through a pretty grueling obstacle course filled with enemies. Surprisingly, this attic has everything you could ever want! Take some time to prepare for your journey:

1 *Save your game with the frog downstairs and grab all the DP you've got available.*

2 *Talk to the Item Guy and give him your:*

- ***DCMC Pamphlet*** *(you won't need it now)*
- ***Saltwater guns*** *(useless against attic foes)*
- ***Unnecessary items*** *like Trivia Cards*

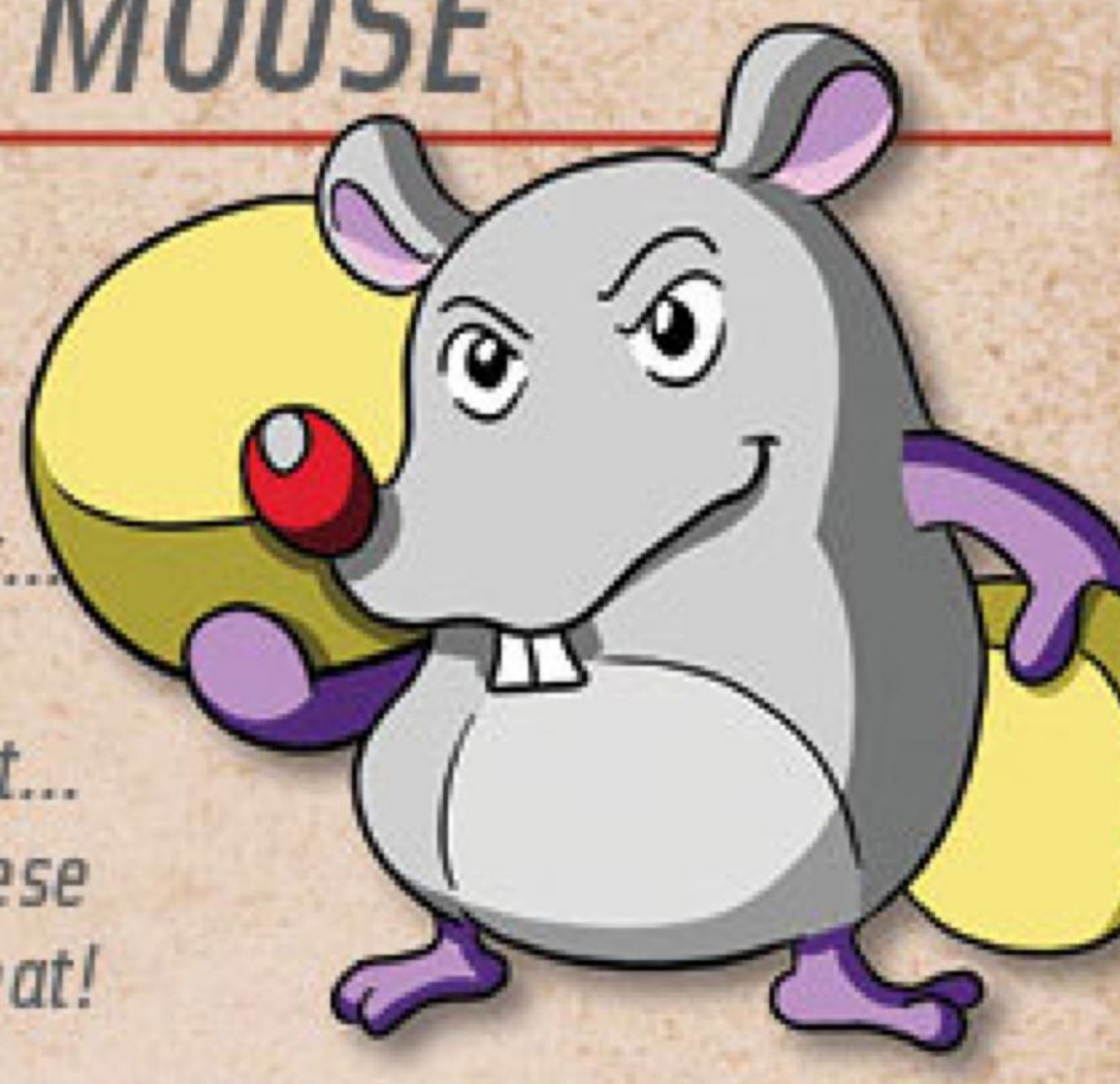
3 *Pick up the* ***Attic Guide*** *from the blue present box*

4 *Talk to the mouse. You'll need around 1000 DP (you can sell your Saltwater guns if you're low on cash) to purchase the following items, in order of importance:*

- *Upgrade Lucas to the* ***Better Stick***
- *Buy one or more* ***Pencil Rockets*** *(you'll need them later!)*
- *Buy two or more* ***Antidotes*** *(to help conserve your PP)*
- *Buy two or more* ***Bug Sprays*** *(give these to Boney for one-hit KO's on spiders)*
- *Fill any and all remaining spaces in your inventory with* ***Bread Rolls***

ENEMIES

GREEDIER MOUSE

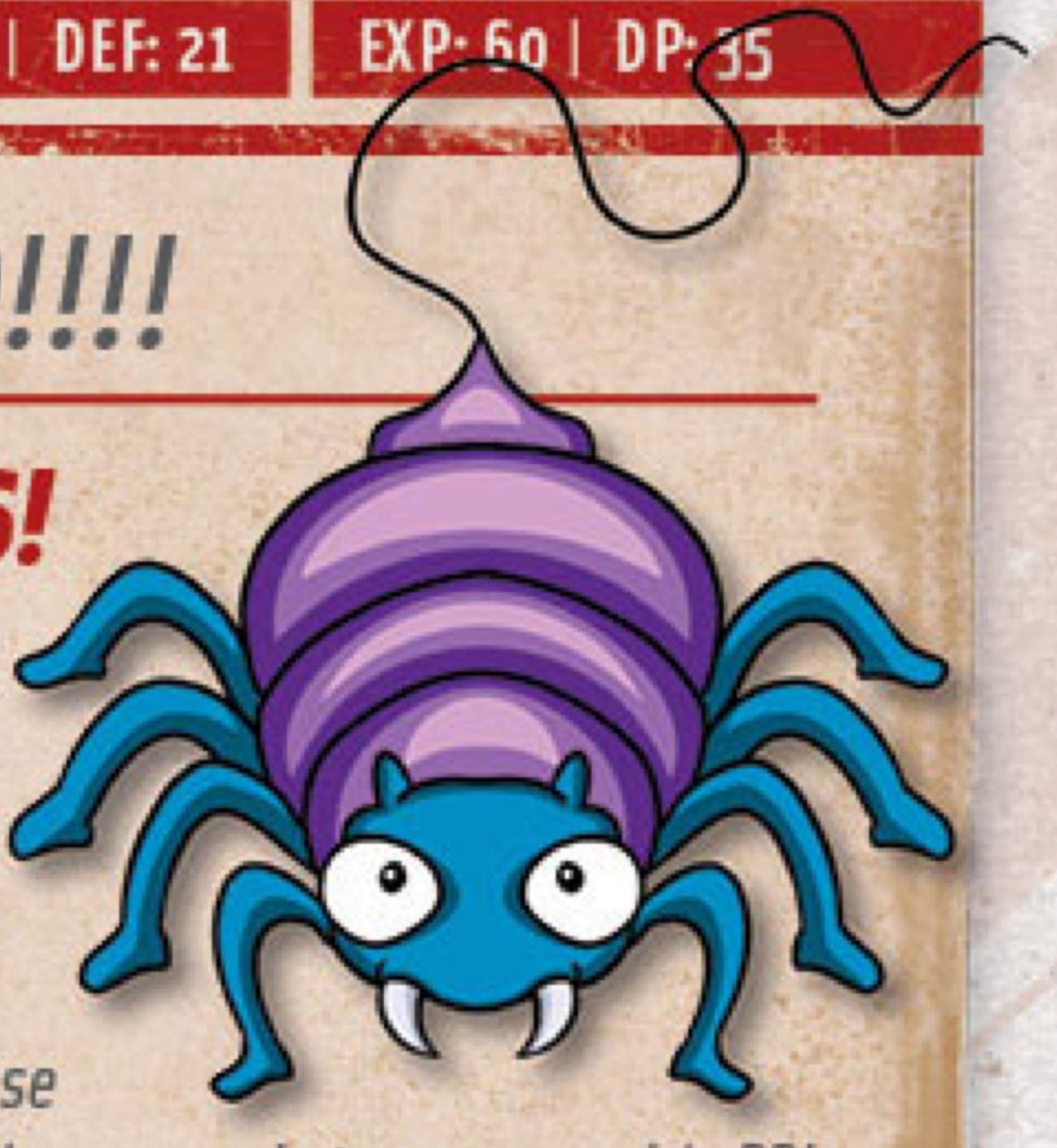


Chubby and greasy with dirty rat feet... A greedier mouse you will never meet... It drops a buffet of foods you can eat... Slice this guy's cheese for a chance at a treat!

Bag of Big City Fries *(30%)*
Peculiar Cheese *(50%)* | ***Big City Burger*** *(10%)*

HP: 140 | OFF: 70 | DEF: 21 | EXP: 60 | DP: 35

ARACHNID!!!!



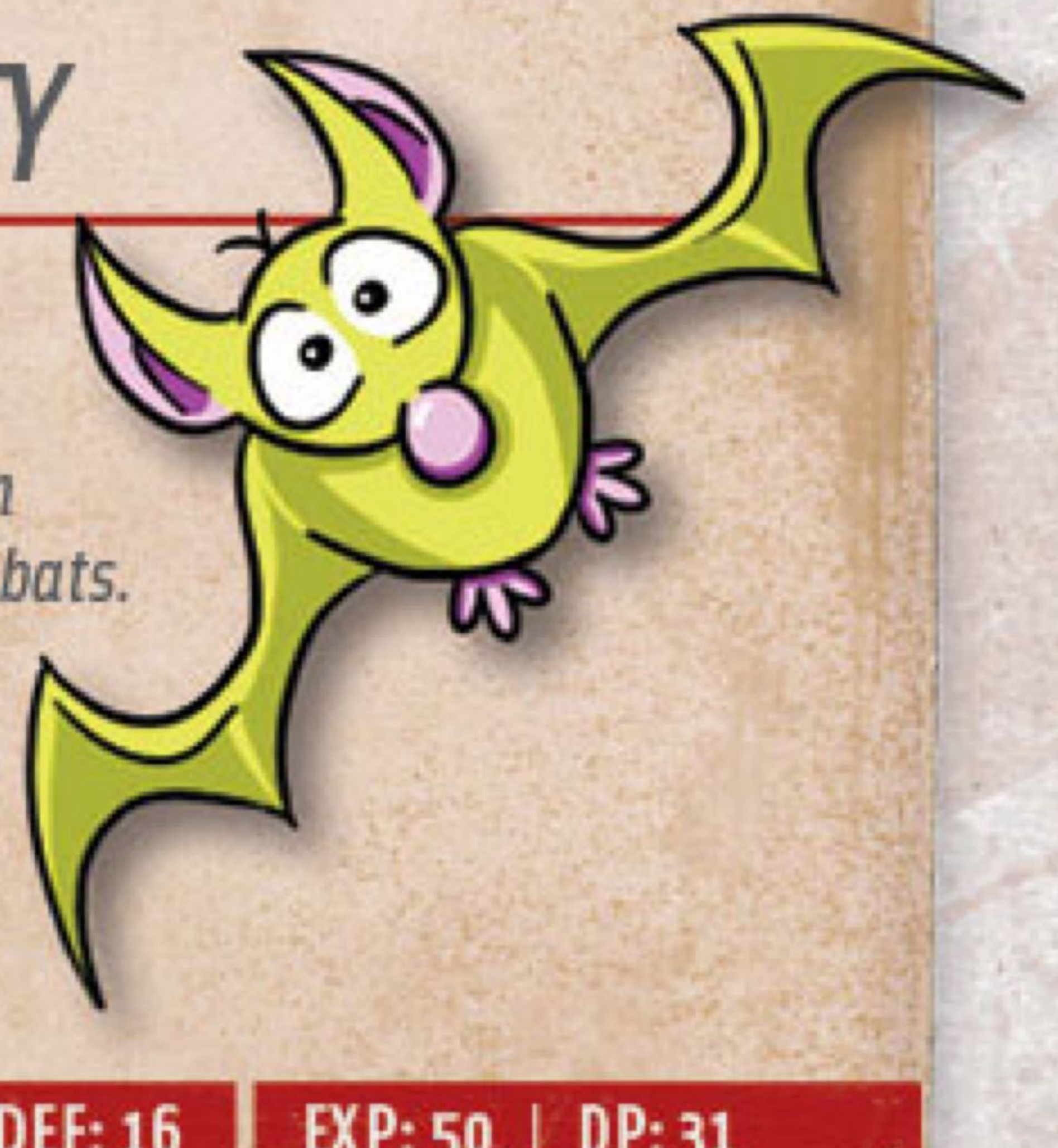
POISONOUS!

The extra emphasis really doesn't make these spiders much more intimidating, but they can still poison you. Always use your Antidotes first– Lucas needs to conserve his PP!

Antidote *(10%)*

HP: 178 | OFF: 58 | DEF: 10 | EXP: 41 | DP: 18

ELDER BATTY



Your mom told you to obey your elders, but she'd probably make an exception for these old bats. Watch your HP, as they can suck it away to heal themselves!

Bug Spray *(15%)*

HP: 288 | OFF: 66 | DEF: 16 | EXP: 50 | DP: 31

MOUSE SHOP

Better Stick	500 DP
Bread Roll	30 DP
Antidote	8 DP
Anti-Paralysis	14 DP
Sprinting Bomb	200 DP
Pencil Rocket	500 DP
Bug Spray	100 DP
Made-You-Look	50 DP

LIMEY RICE MICE

There is a small safe haven for mice in this attic. Speak to the limey old blokes at the table and you'll receive a Nut Bread, a Peculiar Cheese, and an earful of slang.

RICE SURPRISE

There are three presents in this room (nice stuff, rice stuff, and nice rice stuff), and even though they'll all give you different messages, the effects of each box are the same:

- *Revive fallen party members*
- *Restore 50 HP to all members*
- *Restore 50 PP to Lucas*

Use them sparingly and remember: even if they say you're fully revitalized, they're only restoring some of your PP/HP, and they don't cure status effects either!

RULES OF THE HIGH ROAD

If you pick up the Attic Guide near the Item Guy, you'll find the correct path through the attic marked in blue. Unless you're itching for a fight, follow it closely!

Enemies in the attic respawn every time you move from room to room, so don't backtrack unless you have to. However, you can use this to your advantage. In some rooms enemies appear randomly, so if you enter/leave often enough you can actually make them disappear!

It's a long way through the attic, so conserve Lucas's PP whenever possible!

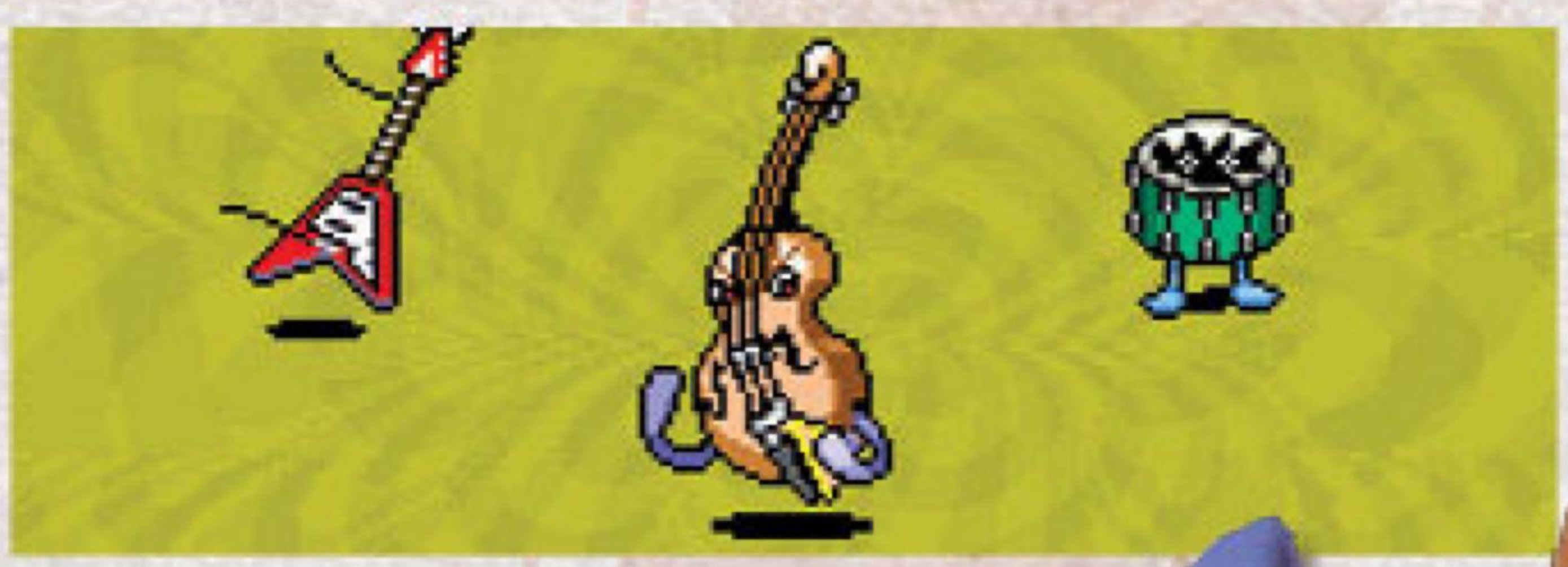
- ***Use antidotes to remove poison instead of PK Healing***
- ***Use food items to restore HP instead of PK Lifeup***
- ***Only use your special PK powers if you're facing a lot of enemies***

GETTING TUNED UP

Before approaching the bass you need to ensure you're ready for a difficult battle! If your levels are low you'll get pulverized by these noisemakers

- ***Restore your HP fully with food! If you're running very low on food, use PK Lifeup.***
- ***Refill Lucas's PP with a Magic Tart/Gelatin***
- ***Give Boney the following:***
  - ***~ Pencil Rocket(s)***
  - ***~ Bombs (unless Lucas is low on PP, if so you might want to let him keep a few)***
  - ***~ High-yield healing items***

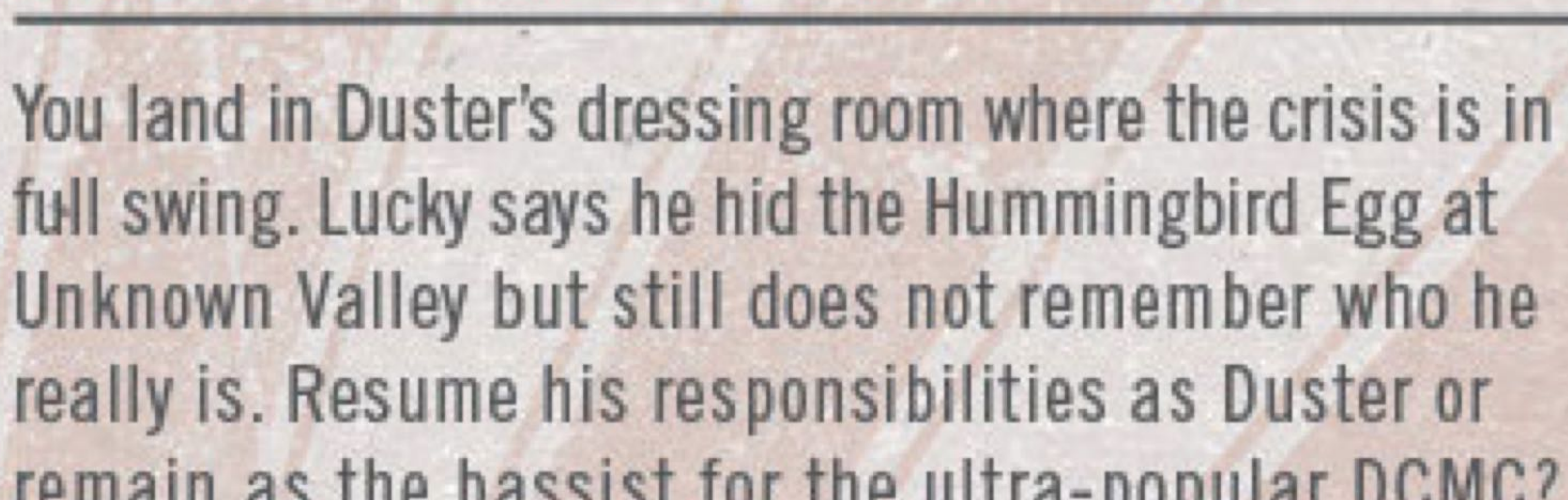
CHP BOSS



BATTLE OF THE BAD INSTRUMENTS

Lucas and Boney come across a hole in the attic which leads to Duster's room. However, the Jealous Bass and its cohorts are not happy about being left to warp in the attic!

- *Lucas should use his special PK attack (or a rocket/bomb) as his opening attack*
- *Have Boney open the fight with the mighty Pencil Rocket (or a Sprinting Bomb)*
- *With the drum and guitar out of the way, dedicate Boney to bombing and healing while Lucas uses his special PK attack.*

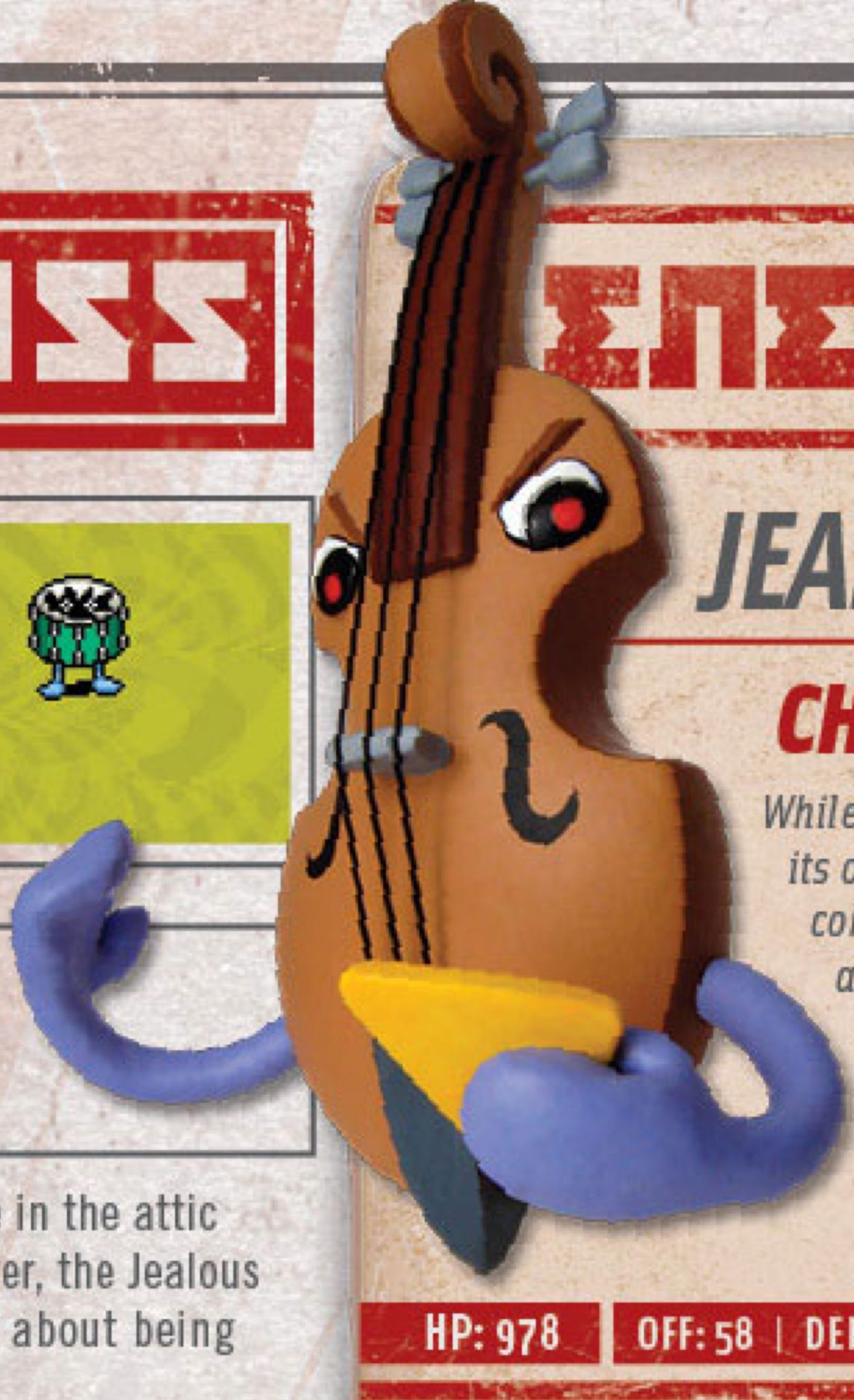


STONE-SHEET-CLIPPERS!

You land in Duster's dressing room where the crisis is in full swing. Lucky says he hid the Hummingbird Egg at Unknown Valley but still does not remember who he really is. Resume his responsibilities as Duster or remain as the bassist for the ultra-popular DCMC? Unsure of what to do, the band decides that destiny must guide the way… via a game of Stone-Sheet-Clippers.

Play with each band member. They always throw the same hand and will even give you hints as to what they are going to throw. Even if you pick the wrong move, destiny always seems to get in the way! OJ, recognizing the designs of fate, tells you what to throw. After you beat him, the band wishes Duster goodbye.

ENEMIES



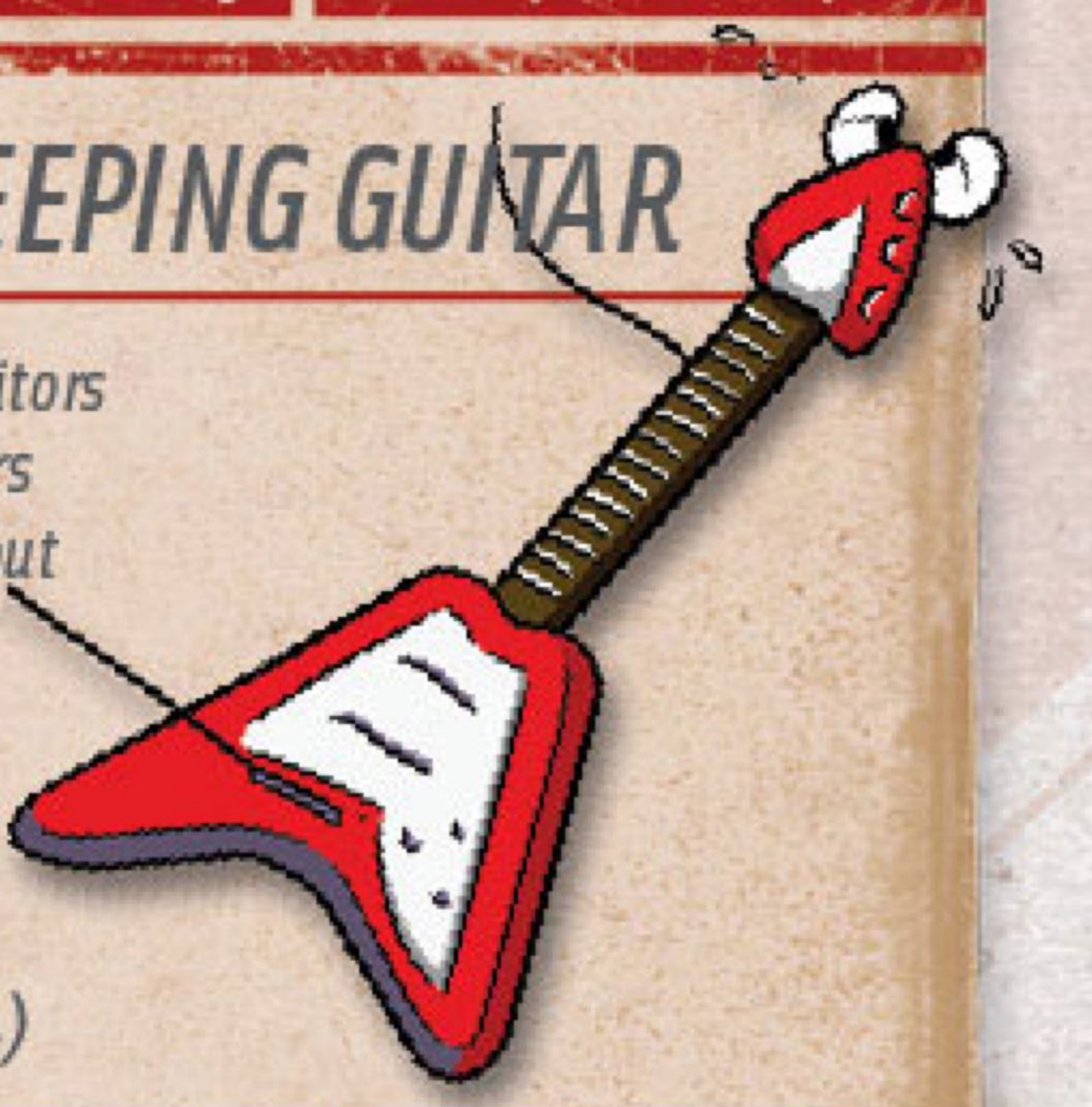
JEALOUS BASS

CHAPTER BOSS!

While it has powerful attacks on its own, it can team up with its cohorts to make groovy group attacks that put the hurt on you. Stop the music by blasting him with your PK special and a bomb.

HP: 978 | OFF: 58 | DEF: 25 | EXP: 1176 | DP: 624

GENTLY WEEPING GUITAR

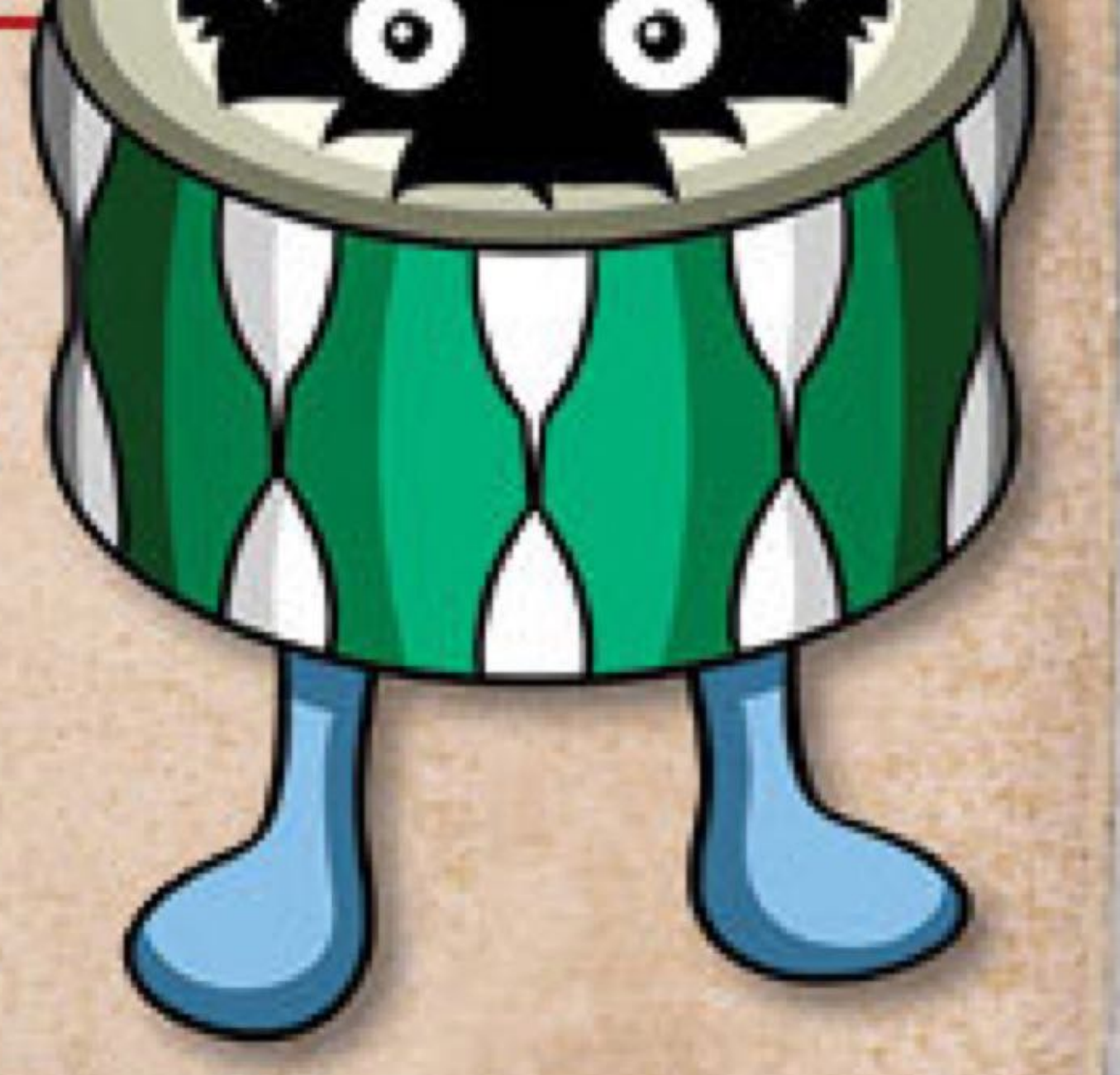


Looks like its capacitors still work after years in storage—take it out quickly or you'll be devastated by its double-strike electric blasts!

***Magic Gelatin** (5%)*

HP: 250 | OFF: 63 | DEF: 18 | EXP: 90 | DP: 52

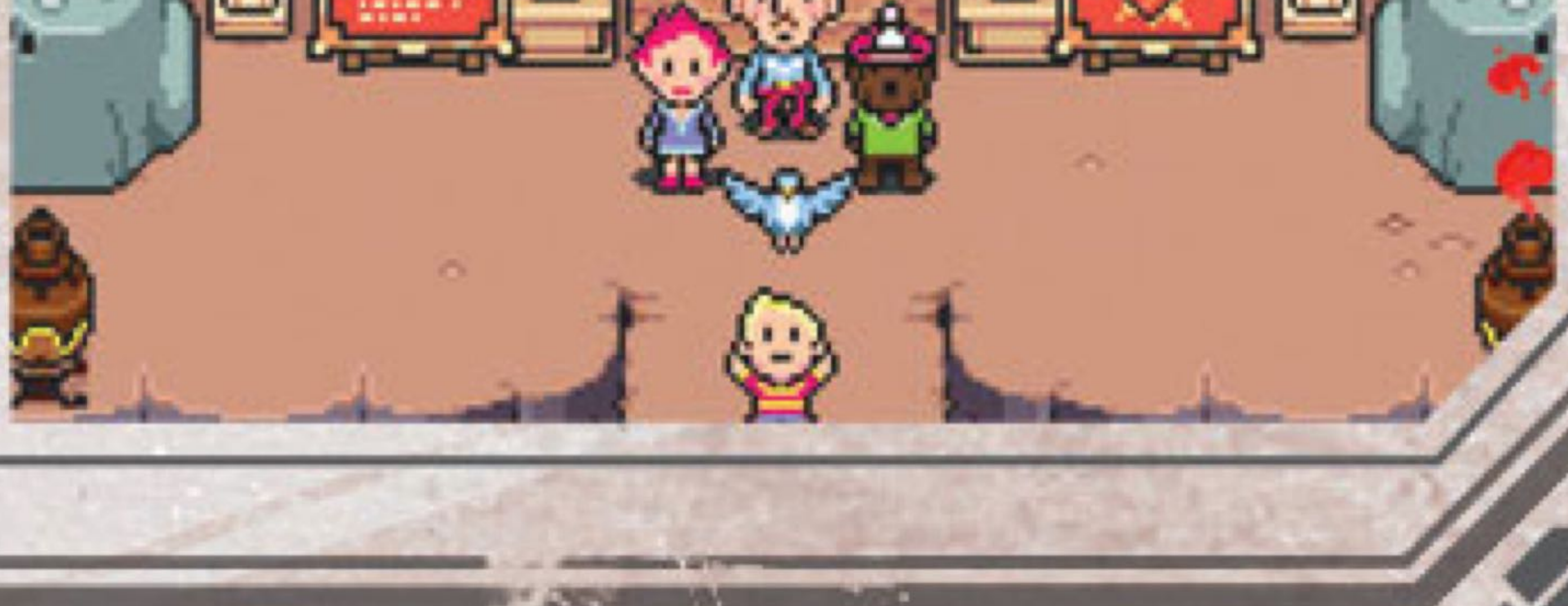
BEATEN DRUM



This drum wants to beat on you. It can change the tempo and music in battle and string together its own combos. Show this dumb drum who's the bossa nova!

***Sprinting Bomb** (3%)*

HP: 312 | OFF: 70 | DEF: 30 | EXP: 86 | DP: 55



CHAPTER 024

As the newly-formed quartet leaves Club Titiboo they are stopped by a song from the stage—a goodbye from the DCMC to their Lucky friend. Once outside, Lucas completes his first mission, releasing the pigeon as a signal that Duster has finally been found. Onward to the Unknown Valley!

CHAPTER

NO. 5

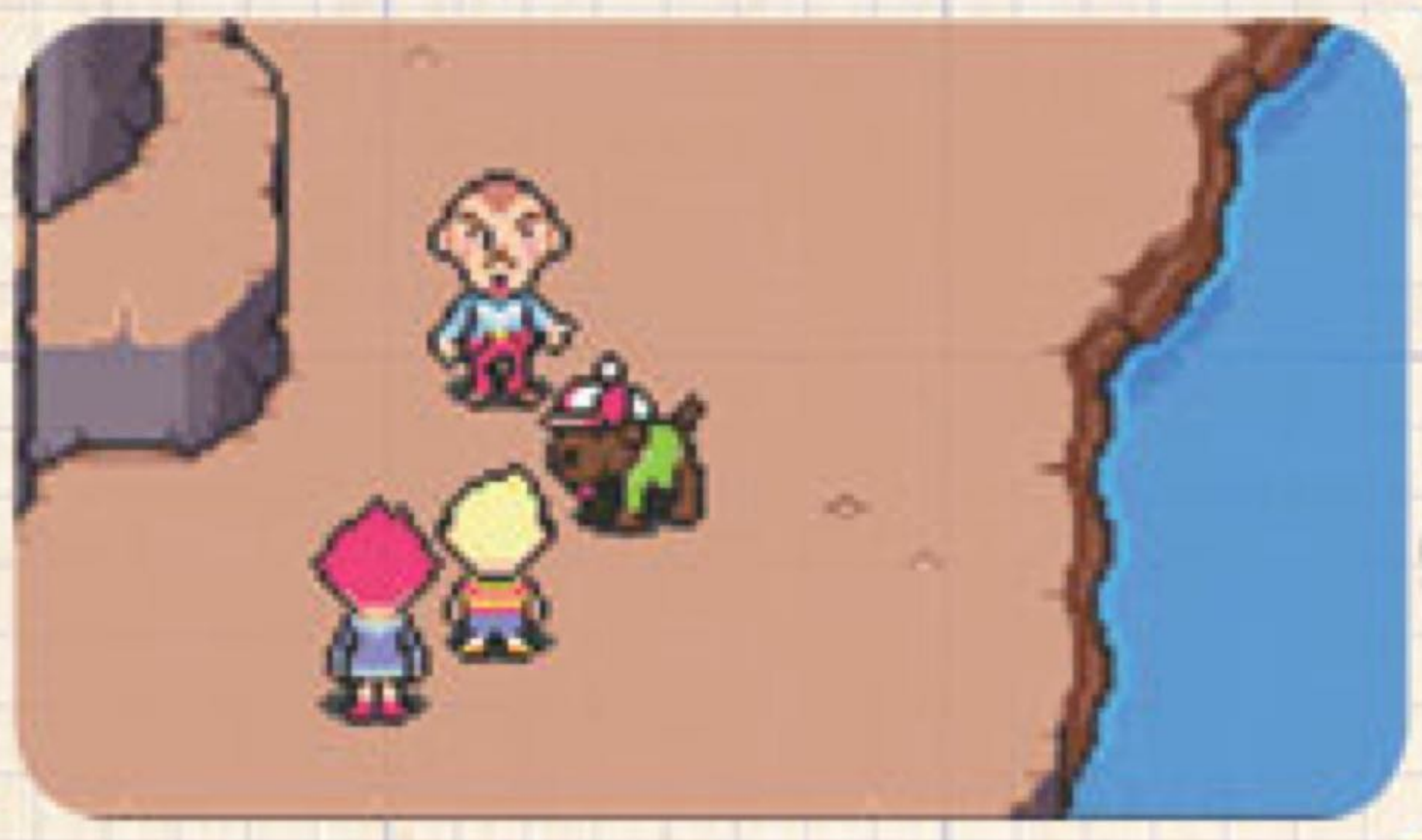
TOWER OF THUNDER

CHAPTER NO. 5

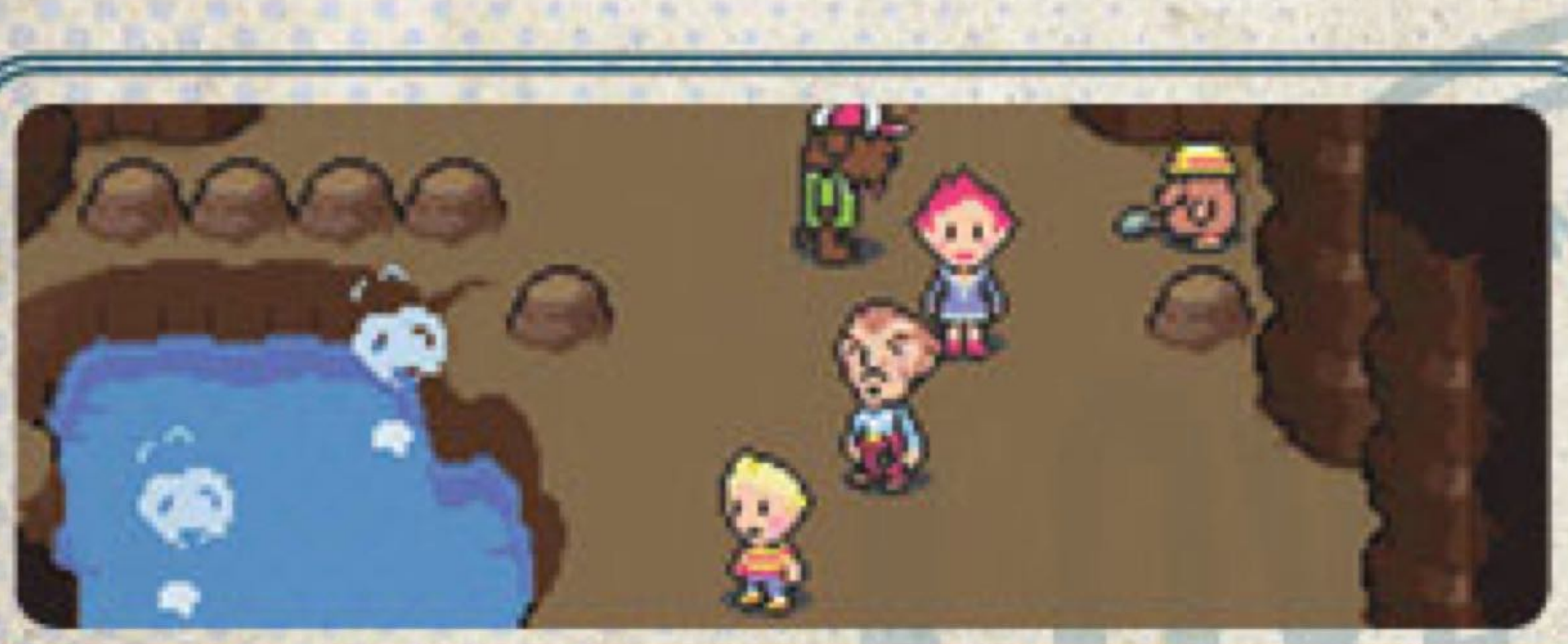
PART ONE

THE EGG HUNT

An amnesic Duster returns to the group with vague memories of hiding the Egg of Light. Luckily he seems to remember his staple ladder move too! The newly accessible cliff, east of the Ropeway, opens a path leading deep into the Unknown Valley and hopefully to the Egg of Light.



THE CAVE THAT HAS EVERYTHING



The small cave at the top of the cliff is quite accommodating. Inside you will find a hot spring, a Save Frog, and a mole selling some great items. Take advantage of this cavernous haven by upgrading everyone's gear.

MOLE SHOP

Better Stick	500 DP
Durable Gloves	300 DP
Sharp Shoes	480 DP
Fly Charm	350 DP
Sparrow Bandana	200 DP
Azure Ribbon	180 DP
Capricorn Bracelet	600 DP

RETURN TO TAZMILY

After stocking up at the cave you might be tempted to jump straight into the next adventure, but it's worth your time to do a little backtracking first!

Pick it Up

Head back to Club Titiboo's stage to see a little DCMC memorabilia.

Swag Get

Get your hands on a DCMC Pamphlet, you'll need it soon!

Day Job

You can continue working at the factory, earning 200 DP per shift.

Egg Time

Ditch Duster and Kumatora's old food items and stock up on nutritious eggs!

OSOHE

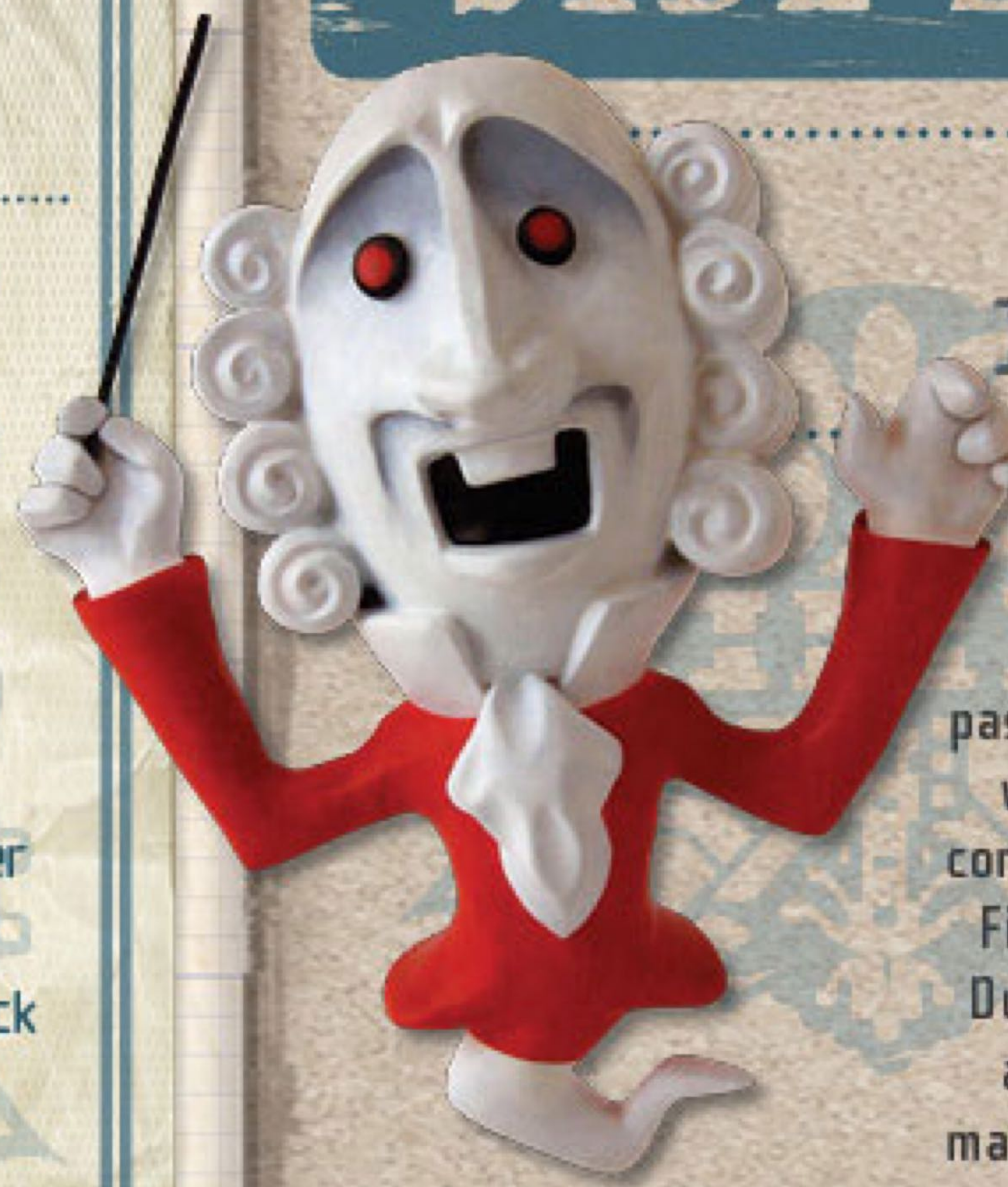
REDUX

Osohe's resident maestro is back as Lord Passion! You won't be forgiven for thinking that his changes are all cosmetic, as he is a much more formidable foe.

Spend the first two rounds using Offense/Defense Down and Crying attacks, as well as Offense Up for Duster and Boney. With Passion weakened and crying, Boney and Duster can attack while Lucas and Kumatora use any of their PK skills.

When the music settles, so do the Mystical Shoes! These amazing kicks give a huge boost to almost all of Duster's stats. **This is your only chance to get them!**

SIDE-BOSS



Lord Passion

SIDE-BOSS

Take down this passionate poltergeist with a mix of PSI and combos. Kumatora's PK Fire works well, while Duster's Scary Mask and Smoke Bomb will make the battle easier.

HP: 2897 | OFF:82 DEF:43 | EXP:1086 DP:280

THE FORGETFUL SON
RETURNS

After silencing Lord Passion, make sure to visit Duster's old Dad, Wess. Do loving open arms await our reunited group?—Don't count on it.

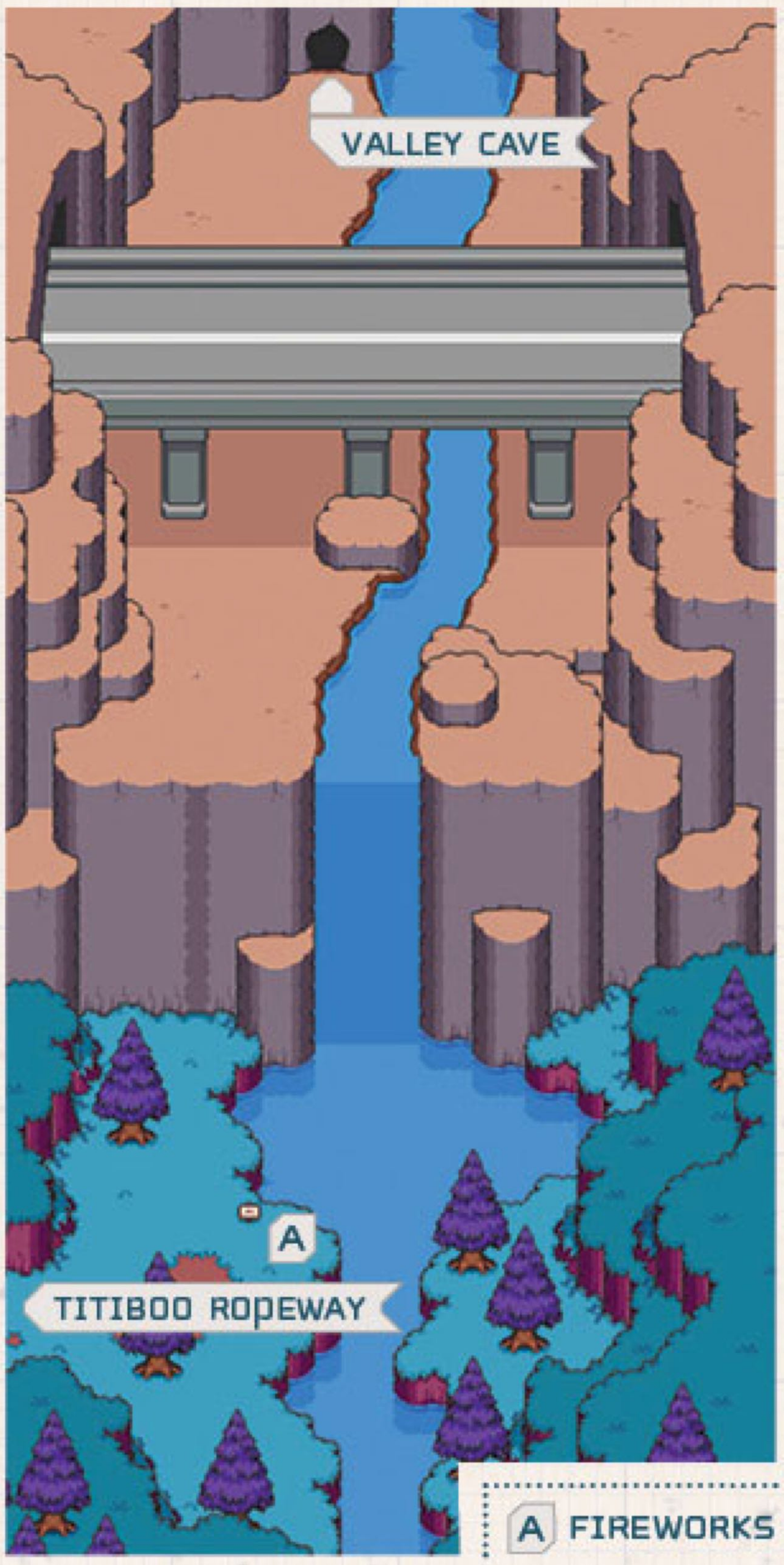
Family Reunion

You can take Duster back to see Wess, but don't expect him to get all teary-eyed. At least the trip was good for a Thunder Bomb...

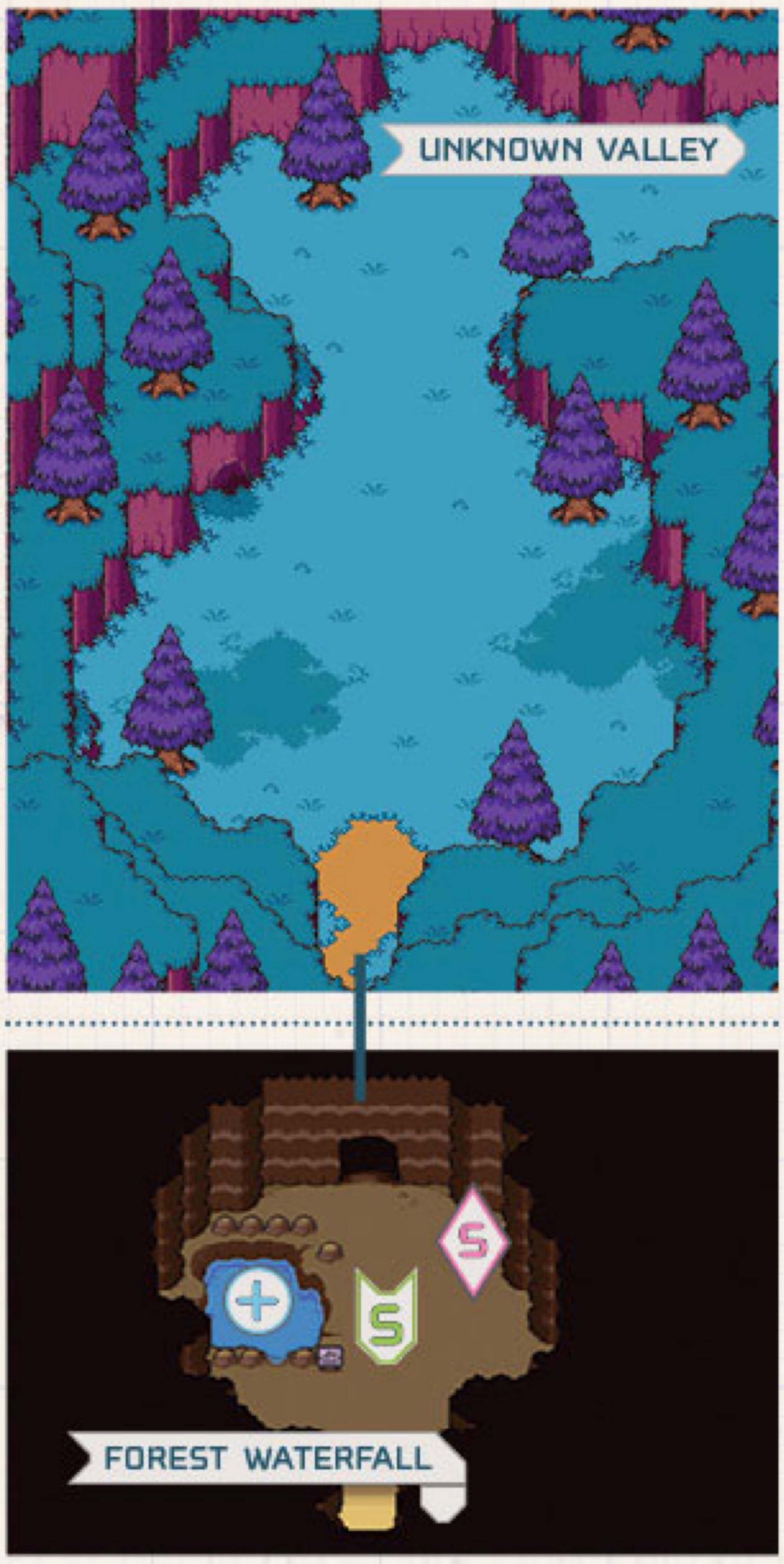
Pap's Paper

That weird newspaper in the old folks' home is still churning out strange headlines. After a quick read, return to scale the cliffs to the east of the Titiboo Ropeway!

FOREST WATERFALL


VALLEY CAVE
A
TITIBOO ROPEWAY
A FIREWORKS

UNKNOWN VALLEY - *West*


UNKNOWN VALLEY
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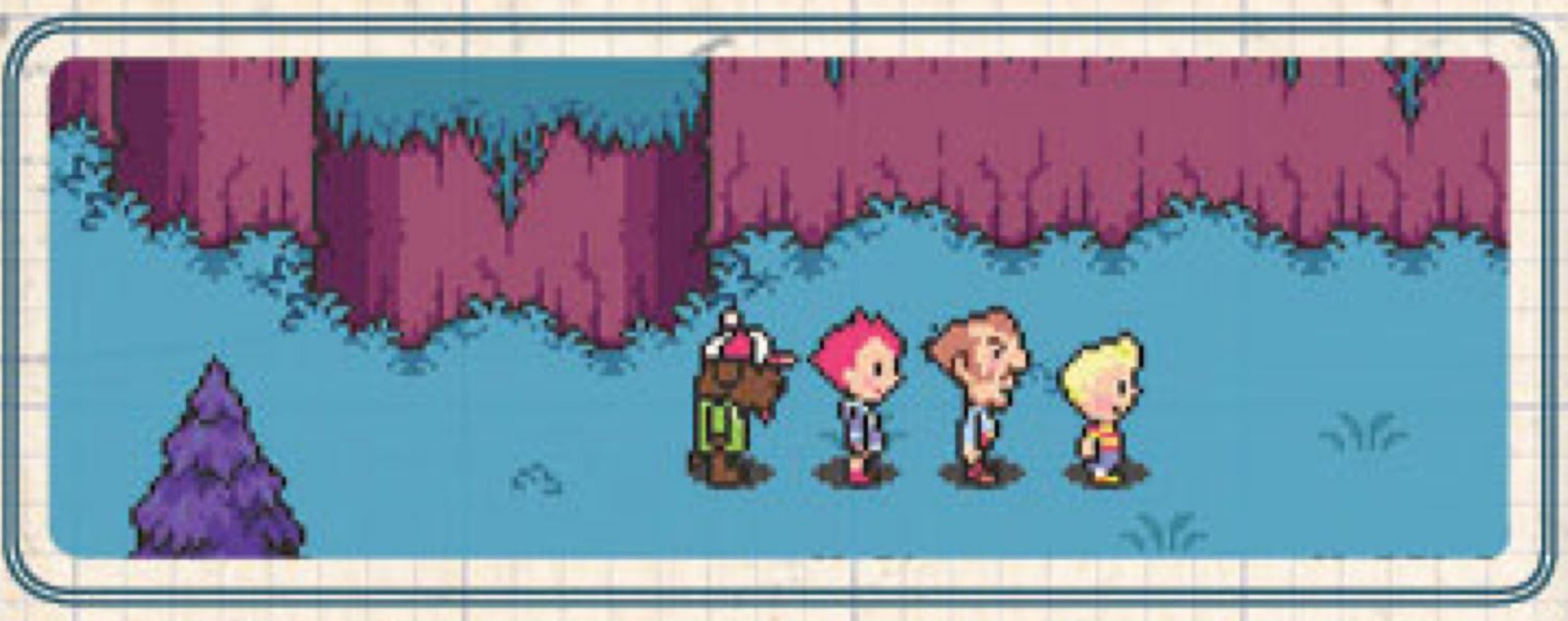
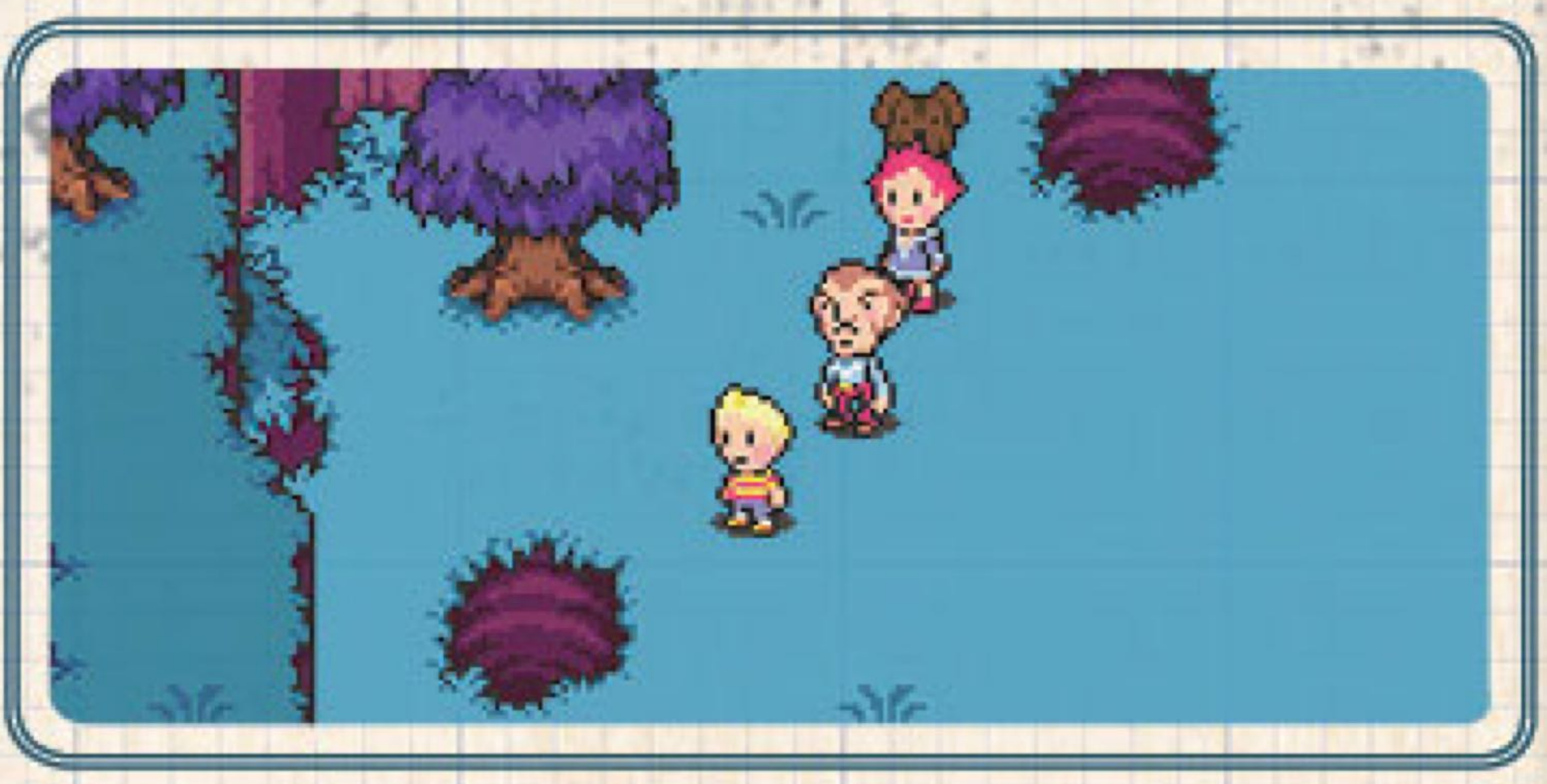
FOREST WATERFALL



NO SHIRT, NO SHOES, NO PROBLEM

During your trek through the forest, Boney will eventually become tired of walking on two legs and will remove his disguise to become a regular dog once more. Too bad, the hat looked nice.



IT'S IN THE HOLE

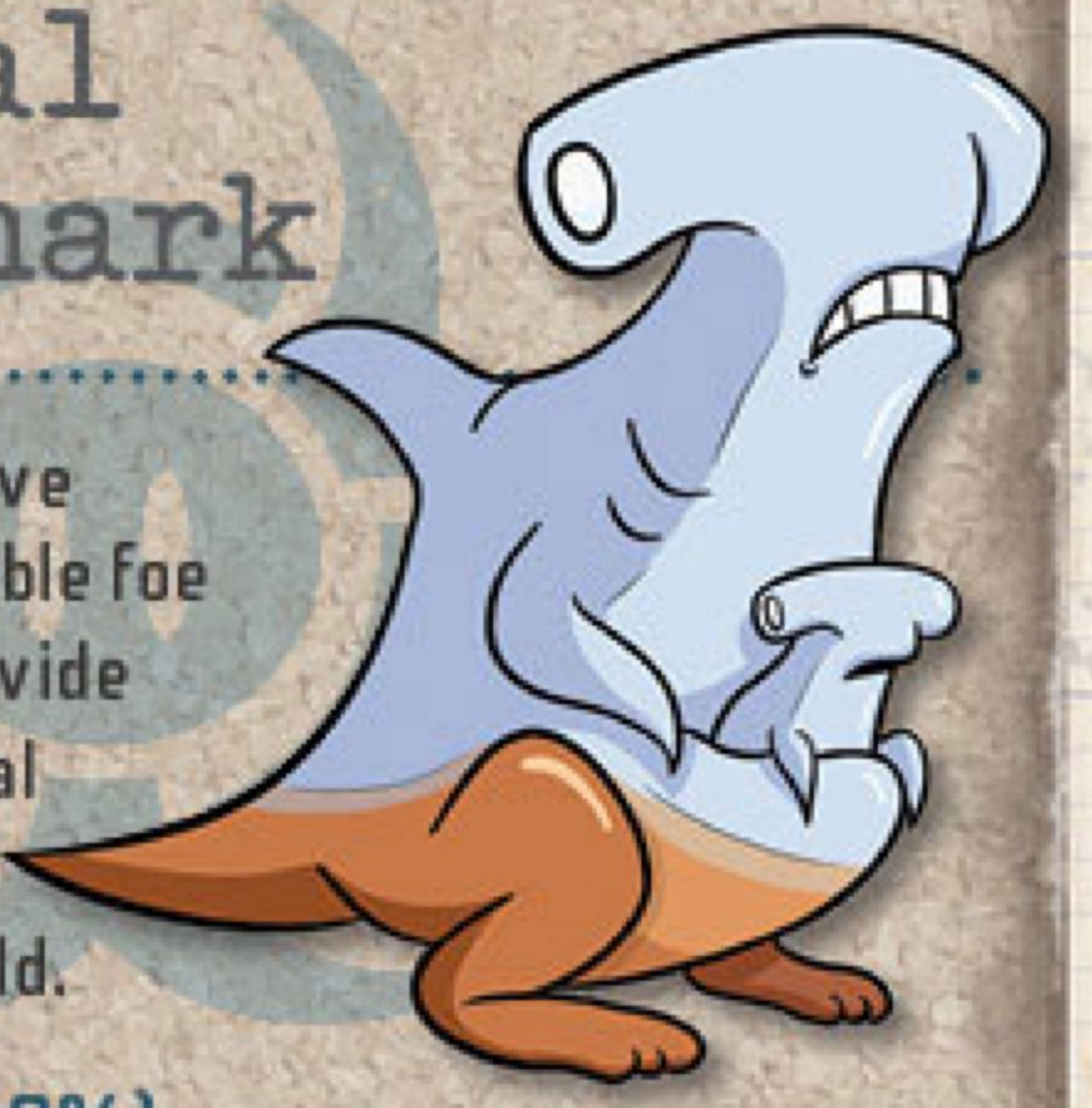
Lucas and company come across a clearing in the forest with many large holes—mole holes, to be precise. You can jump down any of the holes and find yourself greeted with enemies, presents, and some friendly moles. If you'd like a shortcut, take the southwest hole to find a Save Frog and, more importantly, the exit.

MOLE TUNNEL FACTS

Did you know that mole tunnels are more than just places to live? They also serve as traps to confuse and capture food. These tunnels can act as literal dungeons. And did you know that tunnels spanning over 100 meters are not all that uncommon? It's true! Next time you see a mole digging take a moment to watch this amazing process in action. You'll really dig it.

ENEMIES

Parental Kangashark

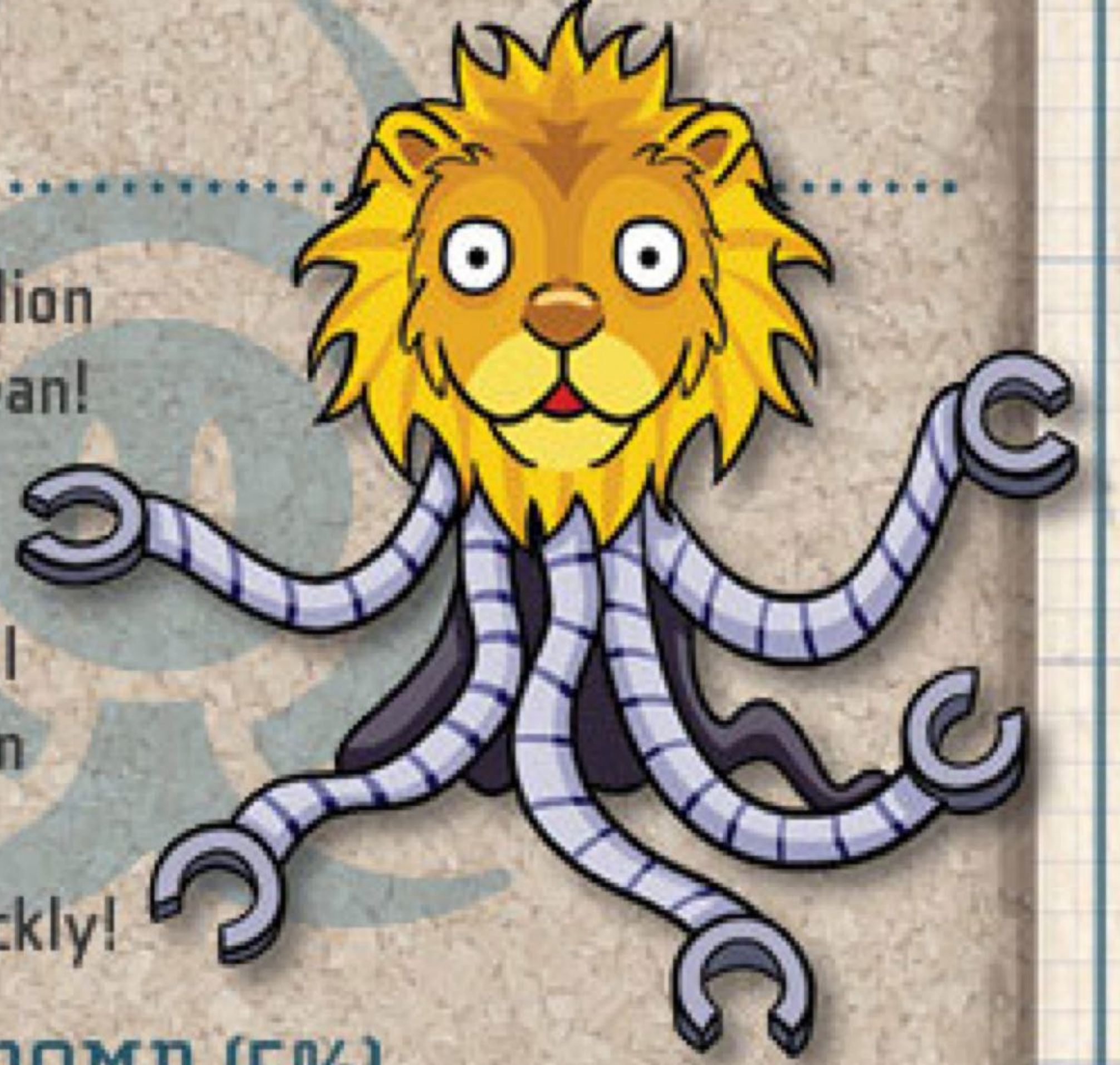


This overprotective mother is a formidable foe whose child can provide more than just moral support! Use PK Freeze to stop it cold.

BEEF JERKY (10%)

HP: 289 | OFF:82 DEF:24 | EXP:93 DP:50

Reconstructed Lion

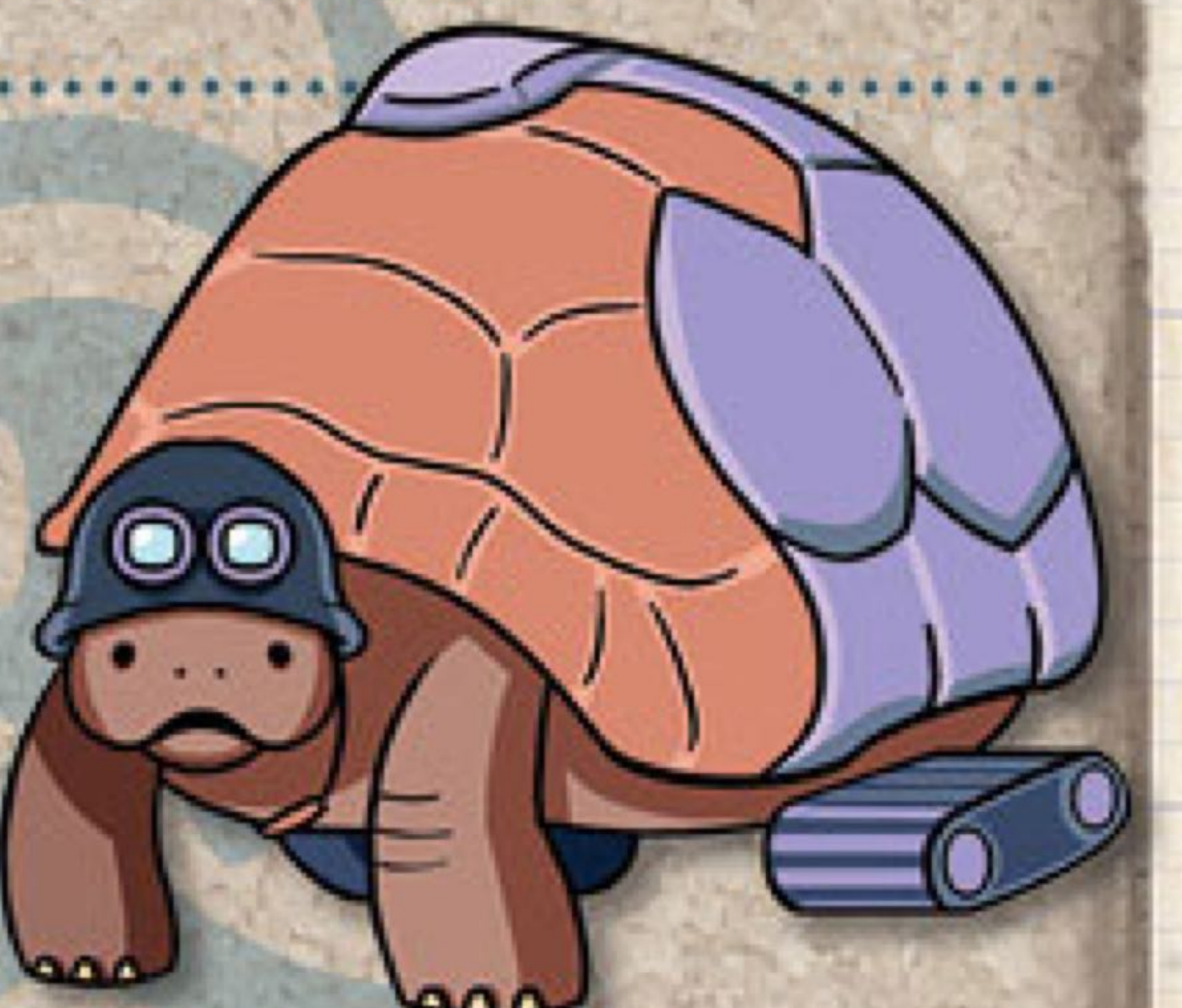


Oh my pork it's a lion get in the Pork Bean! This nasty beast can use PK Fire, an attack that will quickly wear down your team, so dispatch of it quickly!

SPRINTING BOMB (5%)

HP: 325 | OFF:88 DEF:27 | EXP:96 DP:62

Mecha-Turtle

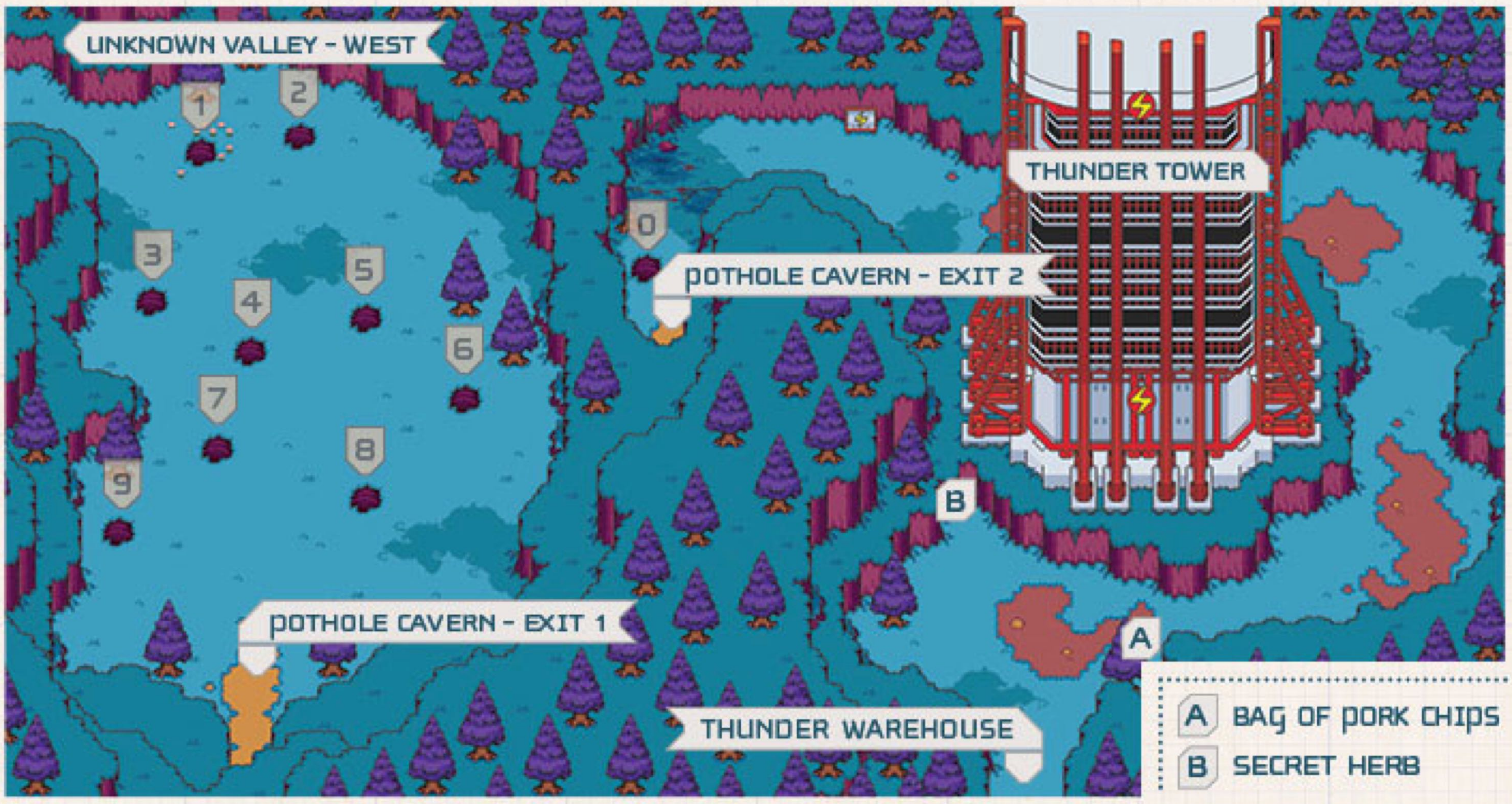


Sneaking up on this turtle is not such a good idea—strapped to the back of its shell is an array of weapons! Fight this reptile head on.

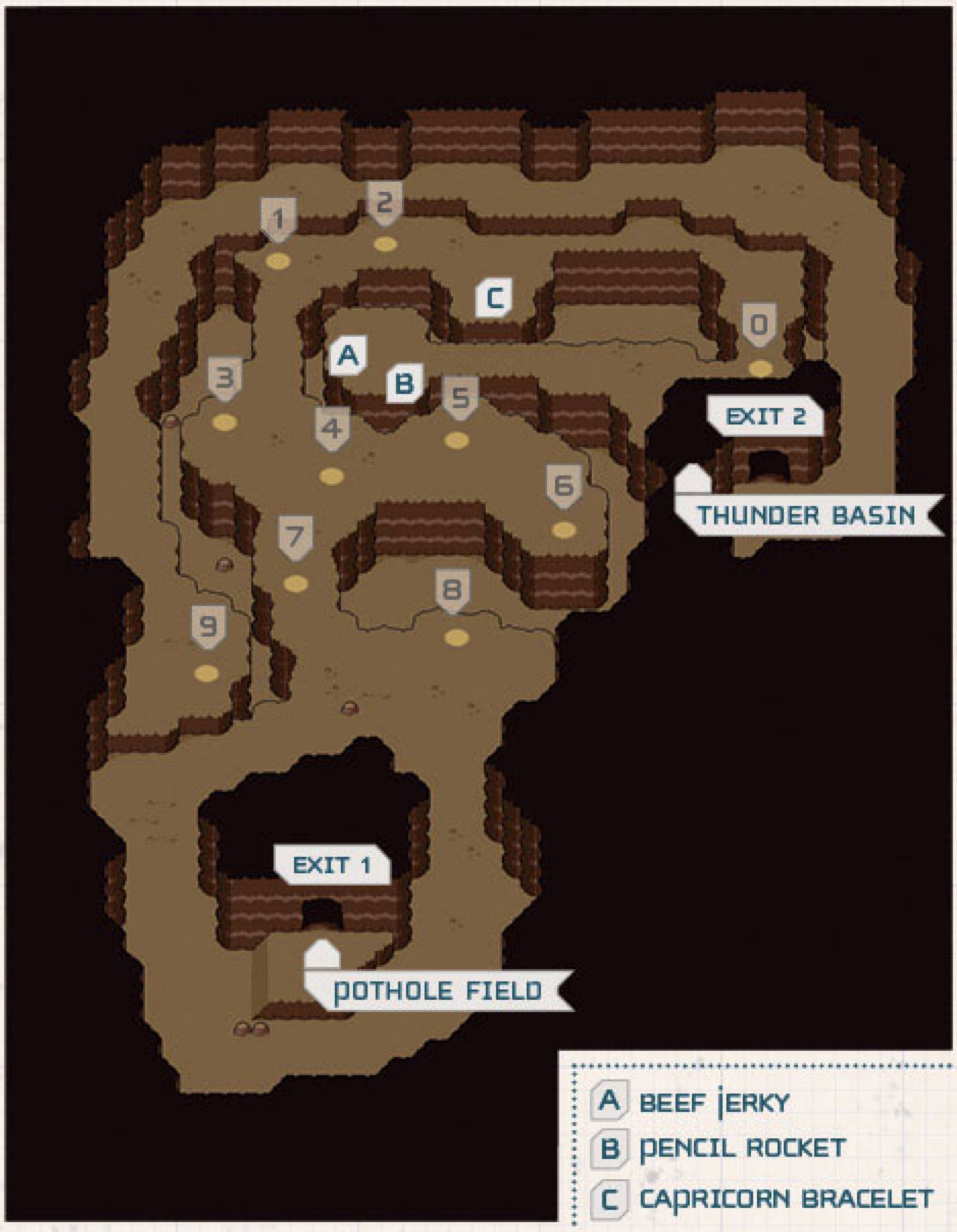
SALTWATER GUN (3%)

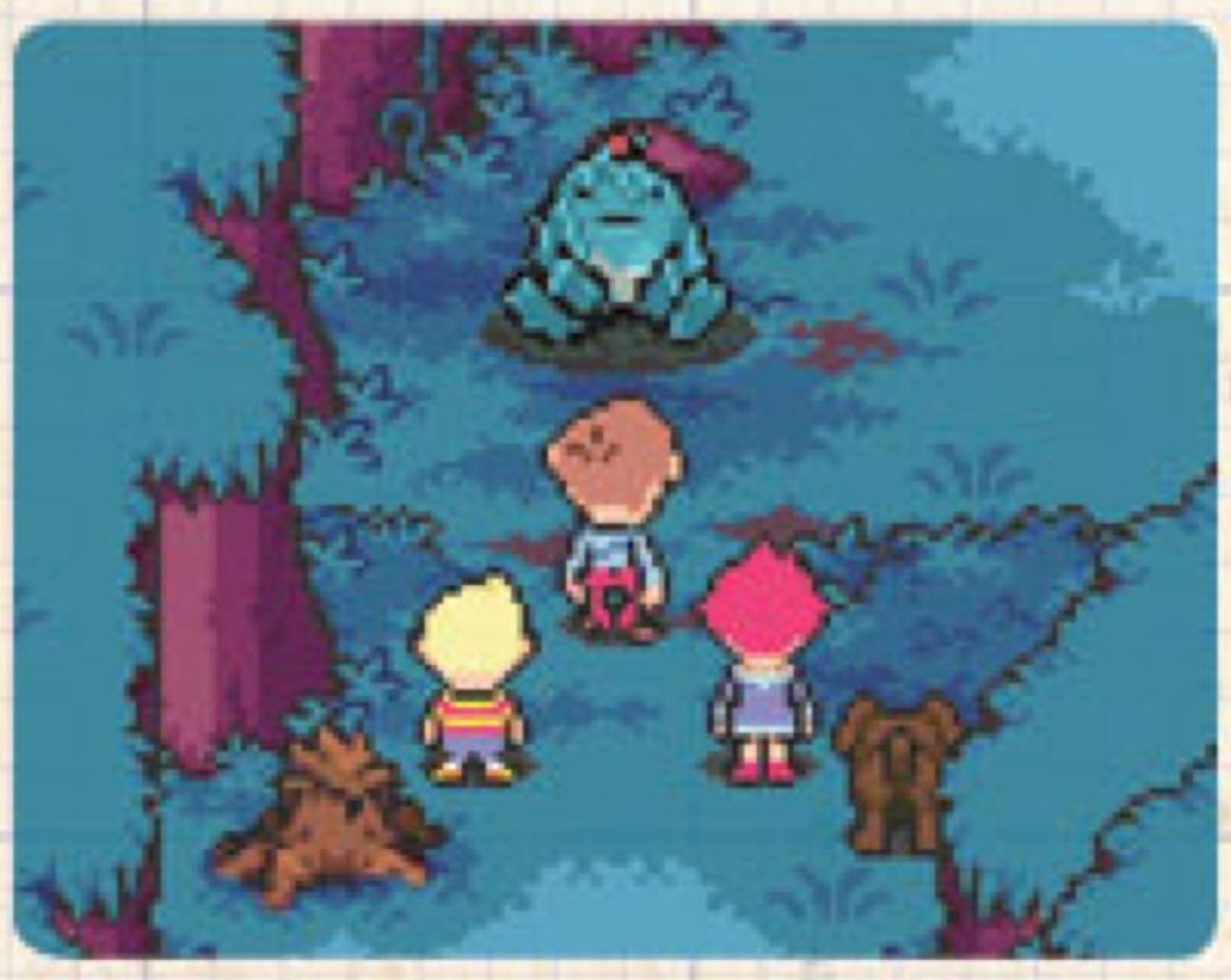
HP: 400 | OFF:80 DEF:40 | EXP:100 DP:69

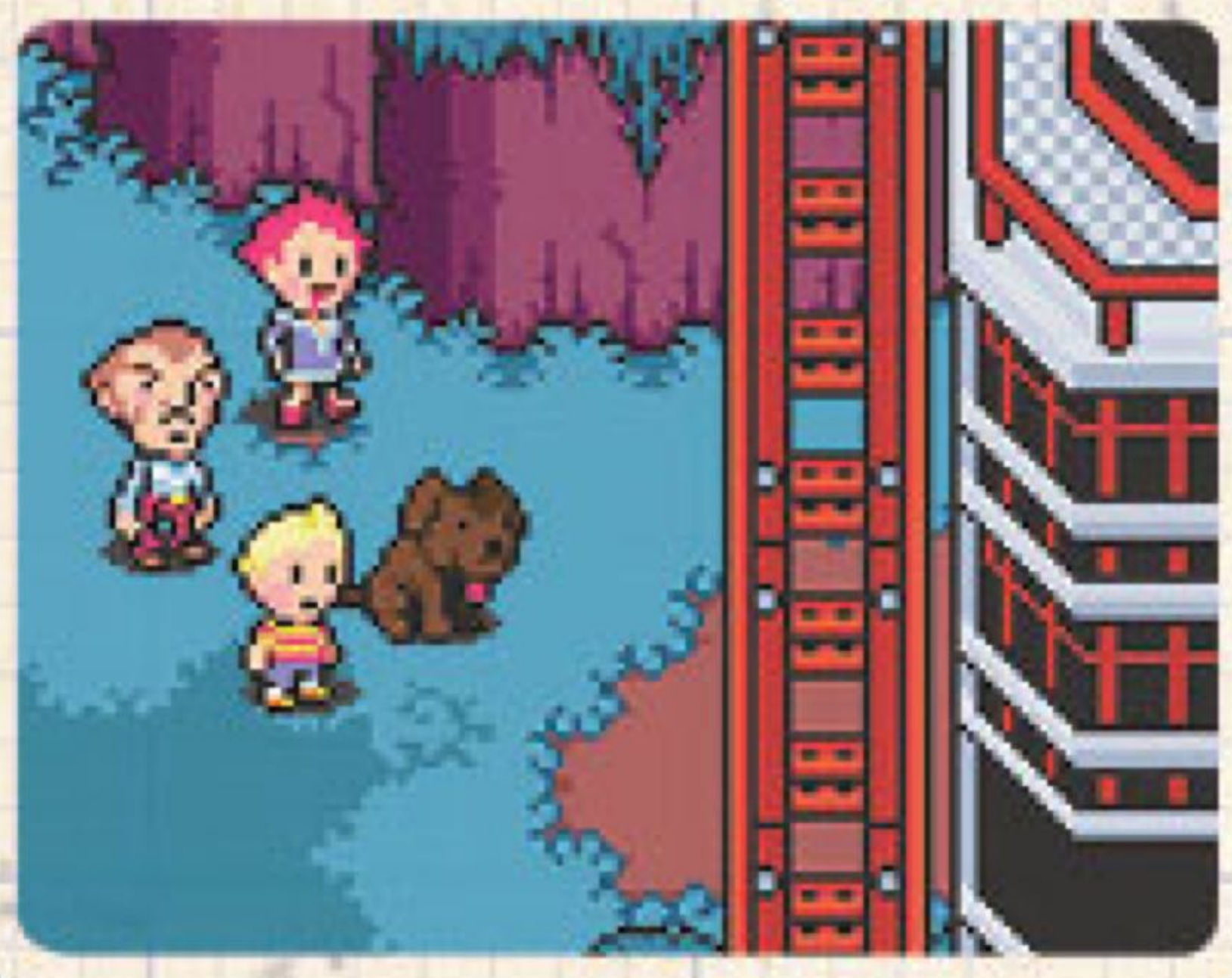
UNKNOWN VALLEY : *Pot Hole Field & Thunder Basin*


UNKNOWN VALLEY - WEST
1
2
THUNDER TOWER
0
POTHOLE CAVERN - EXIT 2
3
5
4
6
7
8
9
B
POTHOLE CAVERN - EXIT 1
A
THUNDER WAREHOUSE
A BAG OF PORK CHIPS
B SECRET HERB

POTHOLE CAVERN


1
2
C
0
A
B
3
5
4
EXIT 2
6
THUNDER BASIN
7
8
9
EXIT 1
POTHOLE FIELD
A BEEF JERKY
B PENCIL ROCKET
C CAPRICORN BRACELET





SHOCKING DISCOVERY

Duster has hidden the Egg of Light in what appears to be a broken-down Clayman. As you approach the lifeless blob,it is suddenly brought to life by a stray bolt of lightning! Instead of a fight, you've got a chase on your hands. Follow him eastward and you'll find yourselves at the base of the Thunder Tower.

FORM TLP1

TOWER OF LOVE & PEACE

P-KORP

WELCOME VALUED GUESTS TO ~~THUNDER TOWER!~~

TOWER OF LOVE & PEACE
SYNERGIC HAPPINESS

FRANCHISE STAMP HERE

This structure is designed to house ~~P-KORP's machinery of indirect enforcement~~ *the hopes and dreams of mankind.*

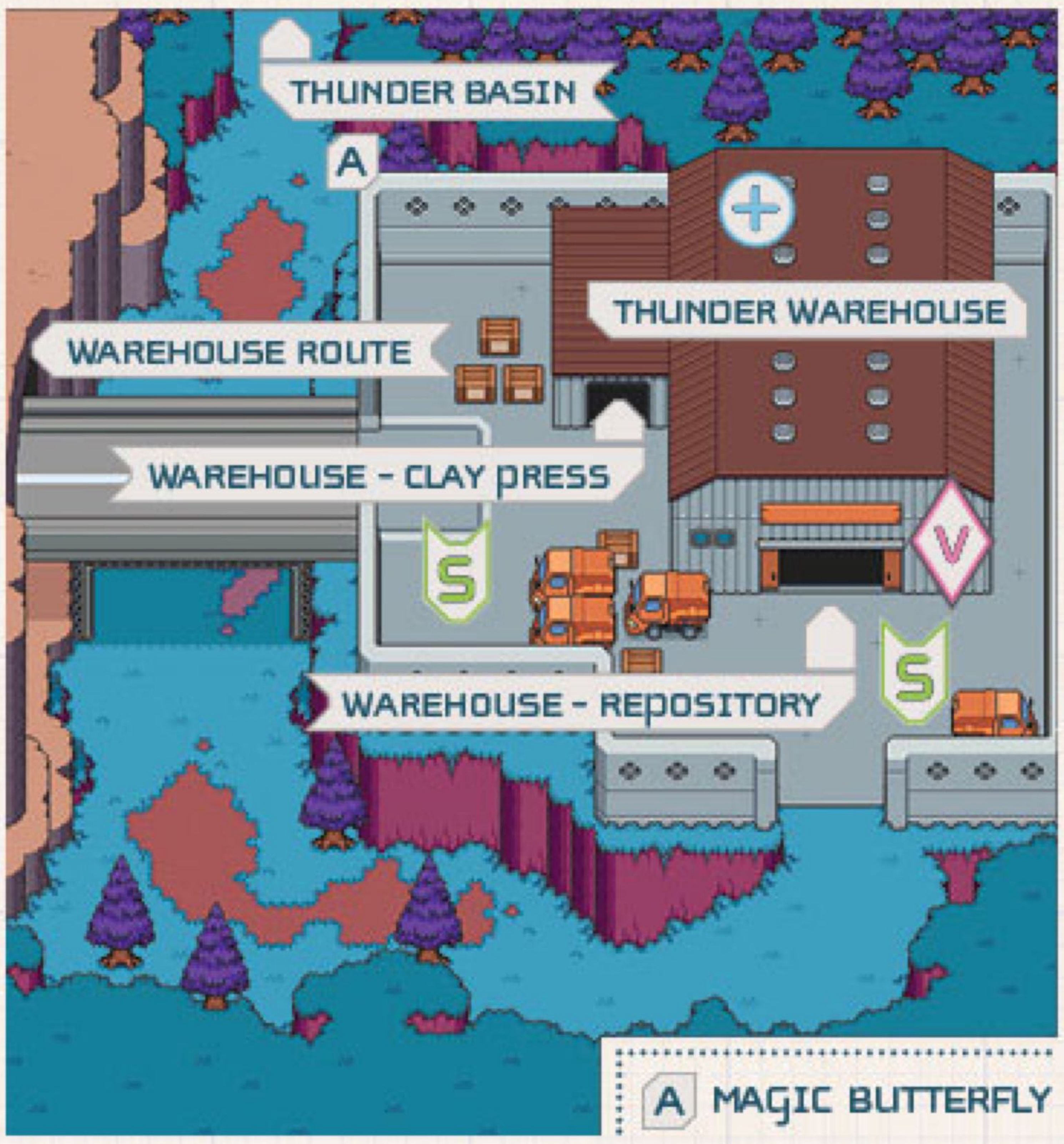
This facility employs ~~steel-alloy conduction channeling~~ *synergistic happiness solutions* to stay on the cutting edge of technology!

In addition to our ~~robotic security~~ great atmosphere, we are proud of ~~our multi-purpose bathroom door hooks~~ *comprehensive joy-enhancement* protocols.

BUTTERFLY
PRESENT EFFECT

Near the Clayman Factory is a present containing a Magic Butterfly! If you've got plenty of PP already, heal your party before you open it.

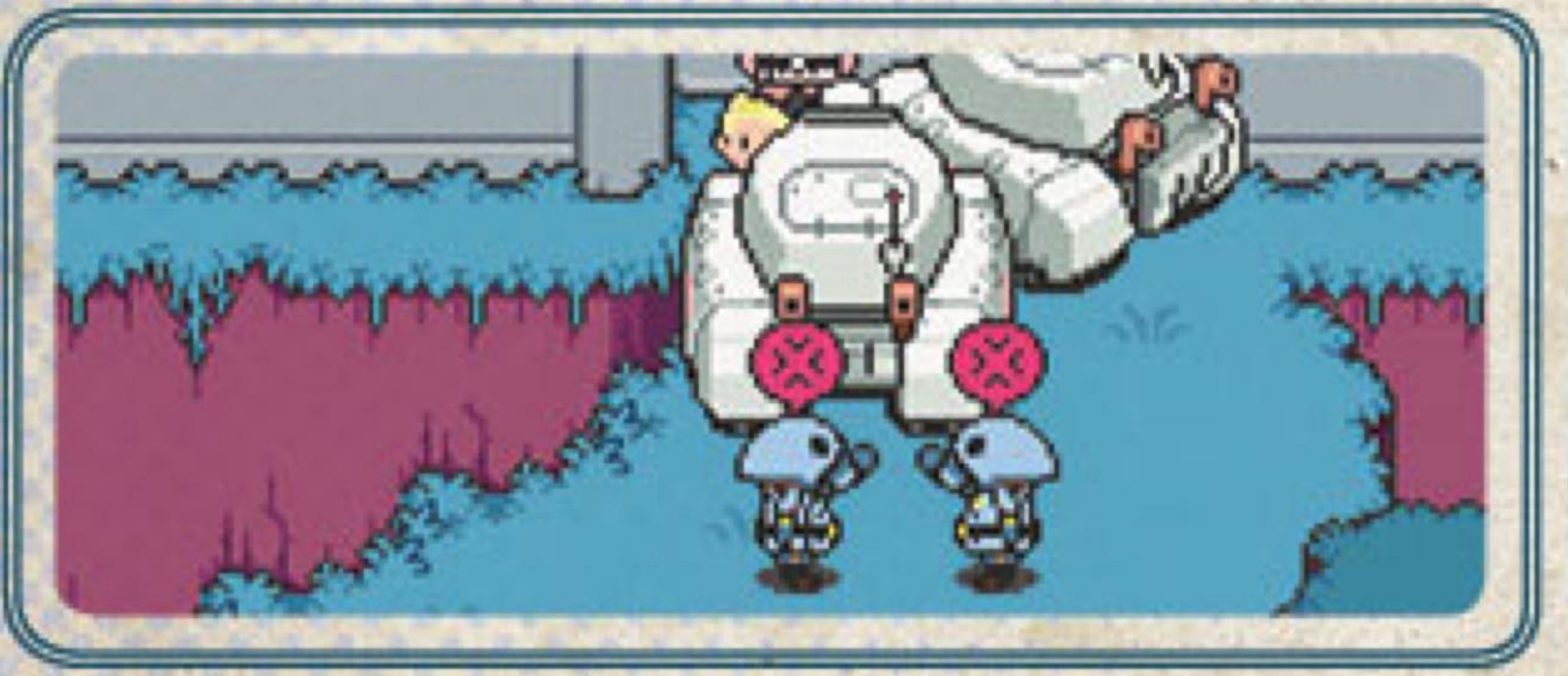
THUNDER WAREHOUSE GROUNDS


THUNDER BASIN
A
THUNDER WAREHOUSE
WAREHOUSE ROUTE
WAREHOUSE - CLAY PRESS
S
V
S
WAREHOUSE - REPOSITORY
A MAGIC BUTTERFLY

VENDING

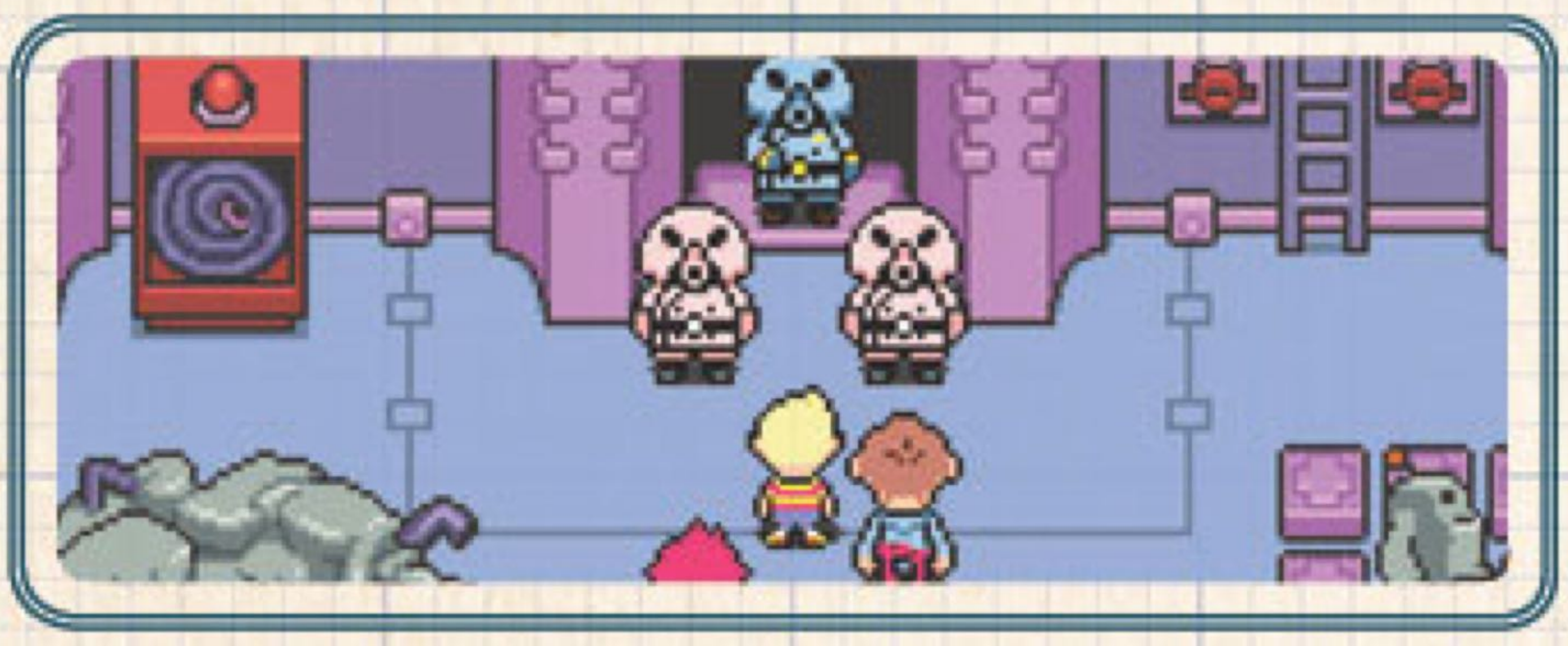
Cup of Pork Noodles	80 DP
Anti-Paralysis	14 DP
Fresh Mint	16 DP
Paper Fan	12 DP
Recollection Bell	20 DP
Eye Drops	10 DP
Secret Herb	600 DP
Better Stick	500 DP
Durable Gloves	300 DP
Sharp Shoes	480 DP
Fly Charm	350 DP
Sparrow Bandana	200 DP
Azure Ribbon	180 DP
Capricorn Bracelet	600 DP

POINT OF NO RETURN



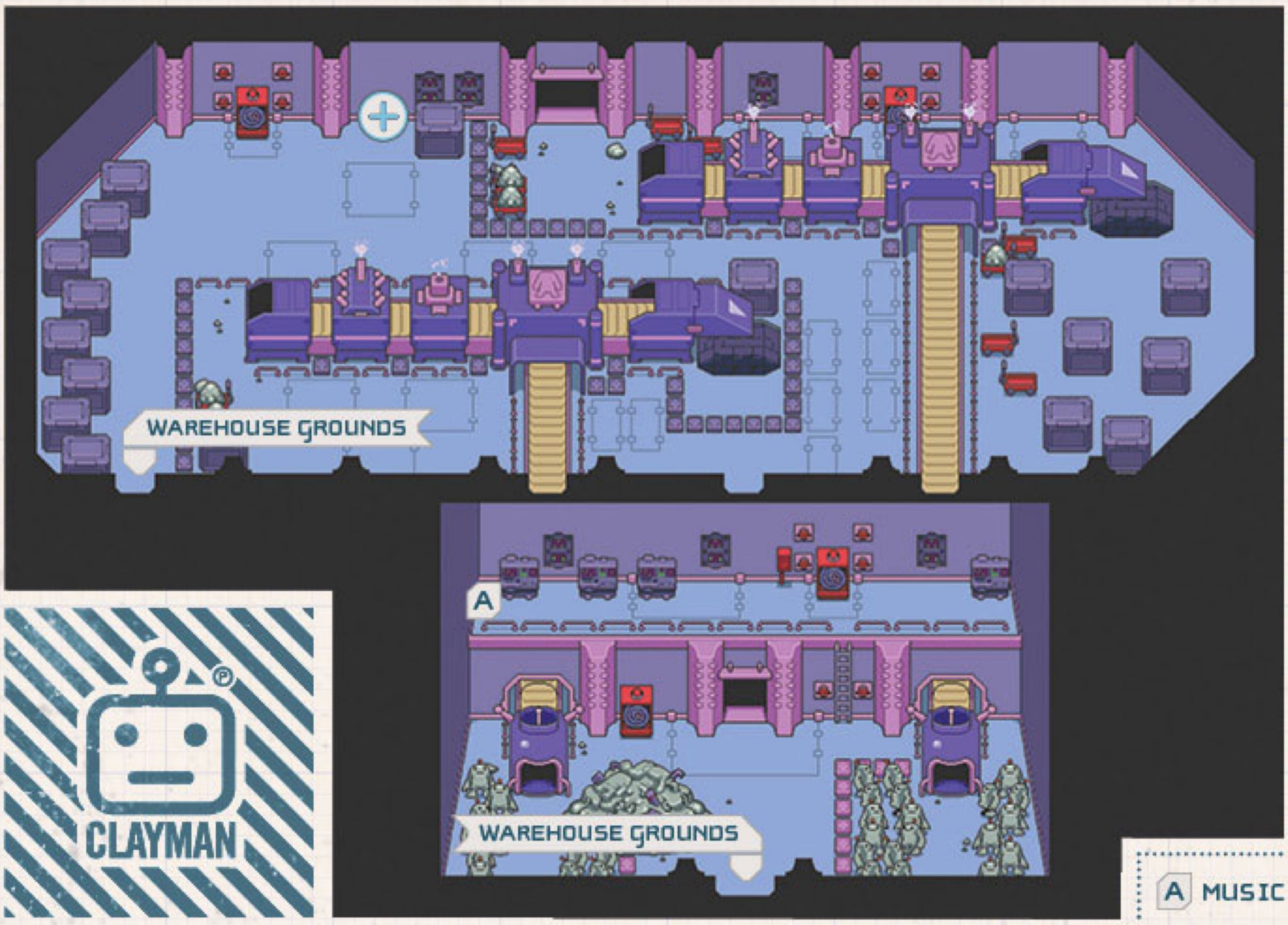
If you want to pick up a DCMC Pamphlet (or any other stuff from earlier), now's your last chance! When you enter the factory the two drivers from the Osohe mission will cross paths again, blocking your way back.

MISTAKEN IDENTITY



Upon entering the factory, Lucas is mistaken for... the "Commander"? No time to question luck, there's a Clayman to track down. Shielded by your new costumes, venture into the belly of the Clayman Factory.

THUNDER WAREHOUSE : *Repository & Clay Press*

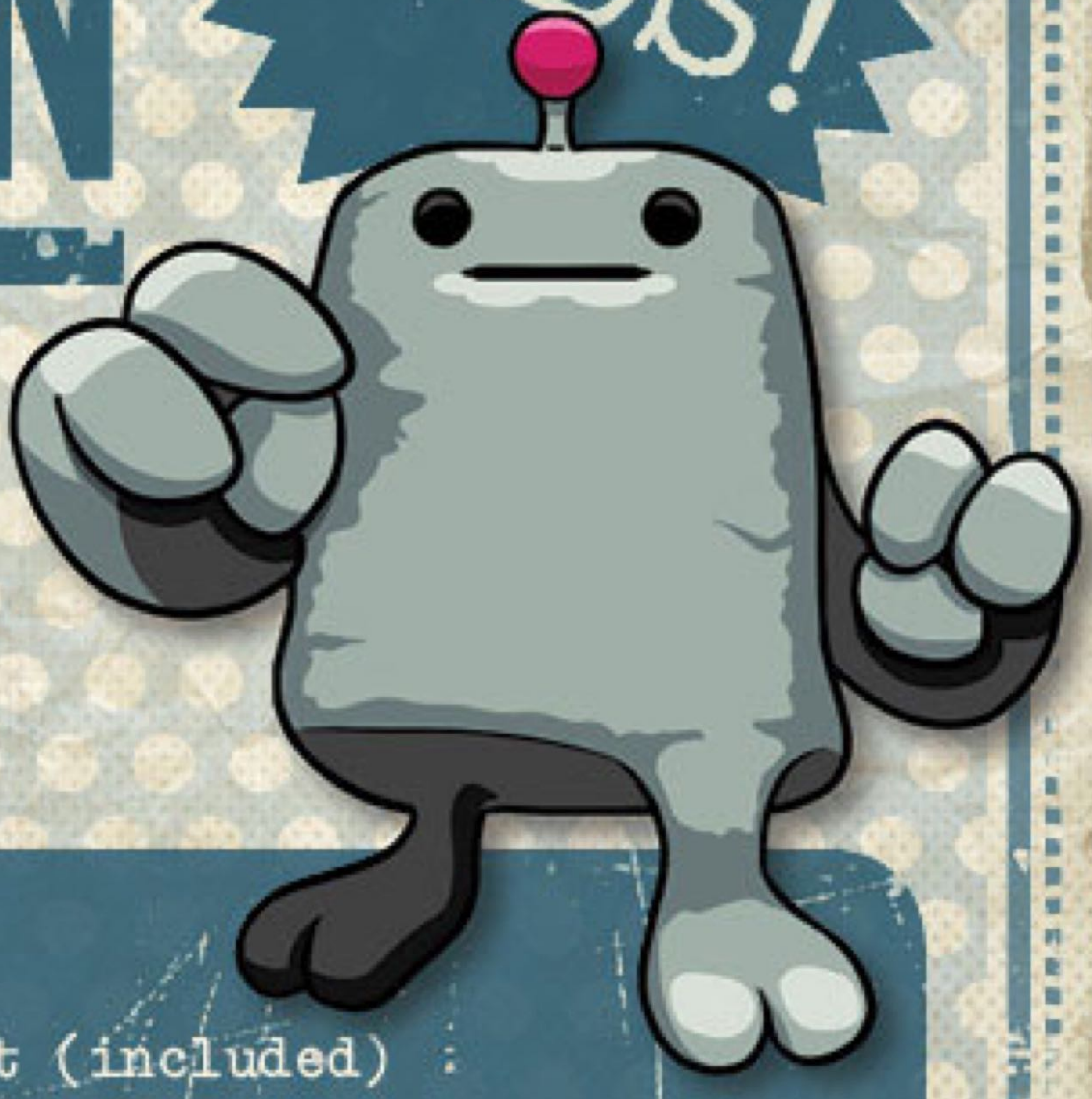

WAREHOUSE GROUNDS
A
WAREHOUSE GROUNDS
CLAYMAN
A MUSIC

P-KORP

DIY CLAY KIT

CLAYMAN®

FOR KIDS!



- FUN FOR ANY & ALL AGES!
- THE MAGIC OF CREATION!
- EASILY SELF-DISPOSING!

INGREDIENTS

Catalytic Acid-Bonding Agent (included)
Clay (1,800 kg, not included)
Electricity (1.21 gigawatts, not included)

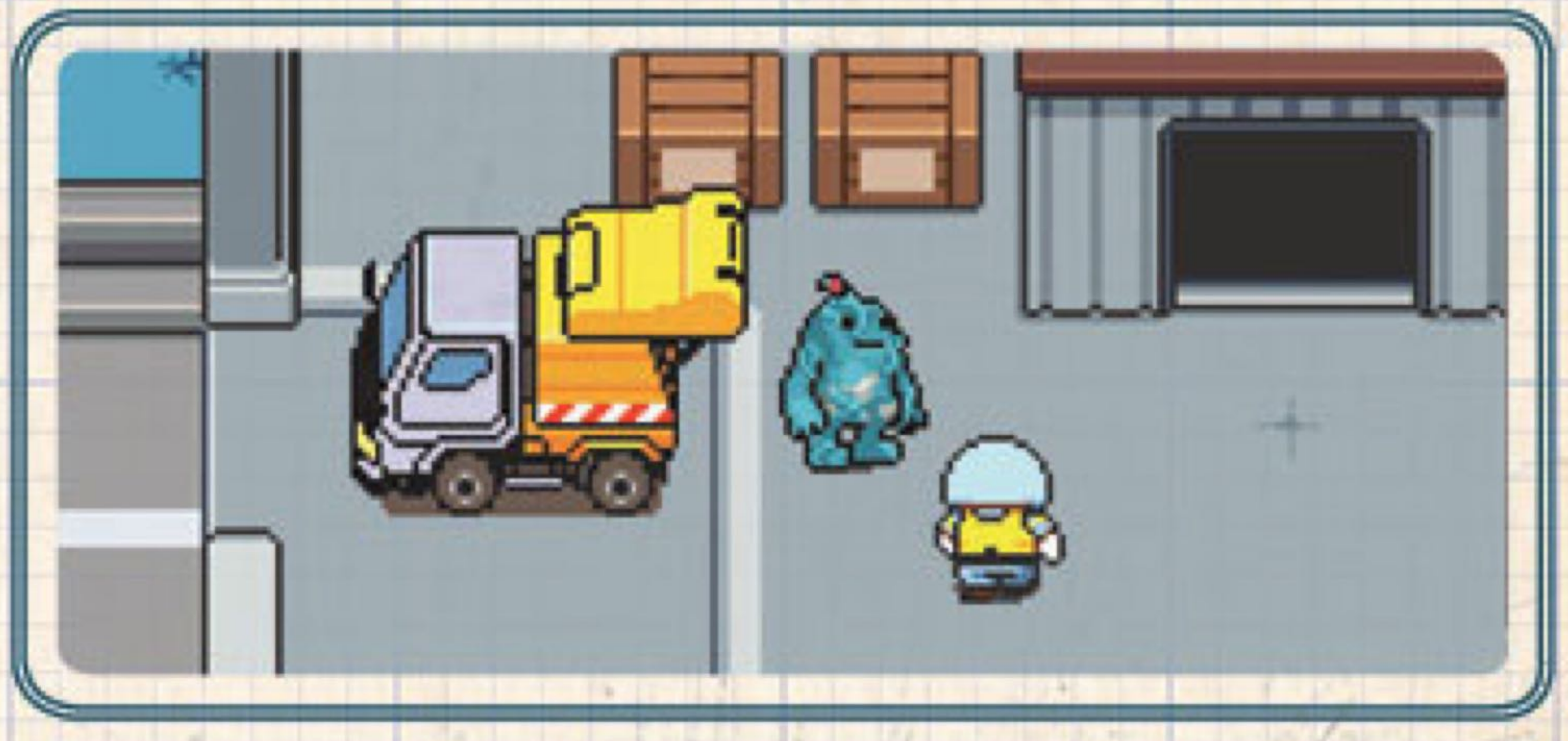
P-KORP

FORM CM1

JUST FRIENDS	Speak to the Pigmask in the first room on the far left. He will give Lucas a Secret Herb... strictly in a friend sense!
GIFT OF GETTIN' FUNKY	Climb the ladder in the first room to find a present you can get down with.
INSTANTANEOUS VITALITY	In the back room there is a nifty machine that will completely heal everyone's HP, PP, and status aliments.

THE CHASE CONTINUES

You arrive just in time to watch the hot-footed Clayman being driven off in a garbage truck! Looks like he didn't receive the welcoming he thought his homecoming would bring—or perhaps this is just what he was programmed to do? Put your heels to the pavement and follow that truck!

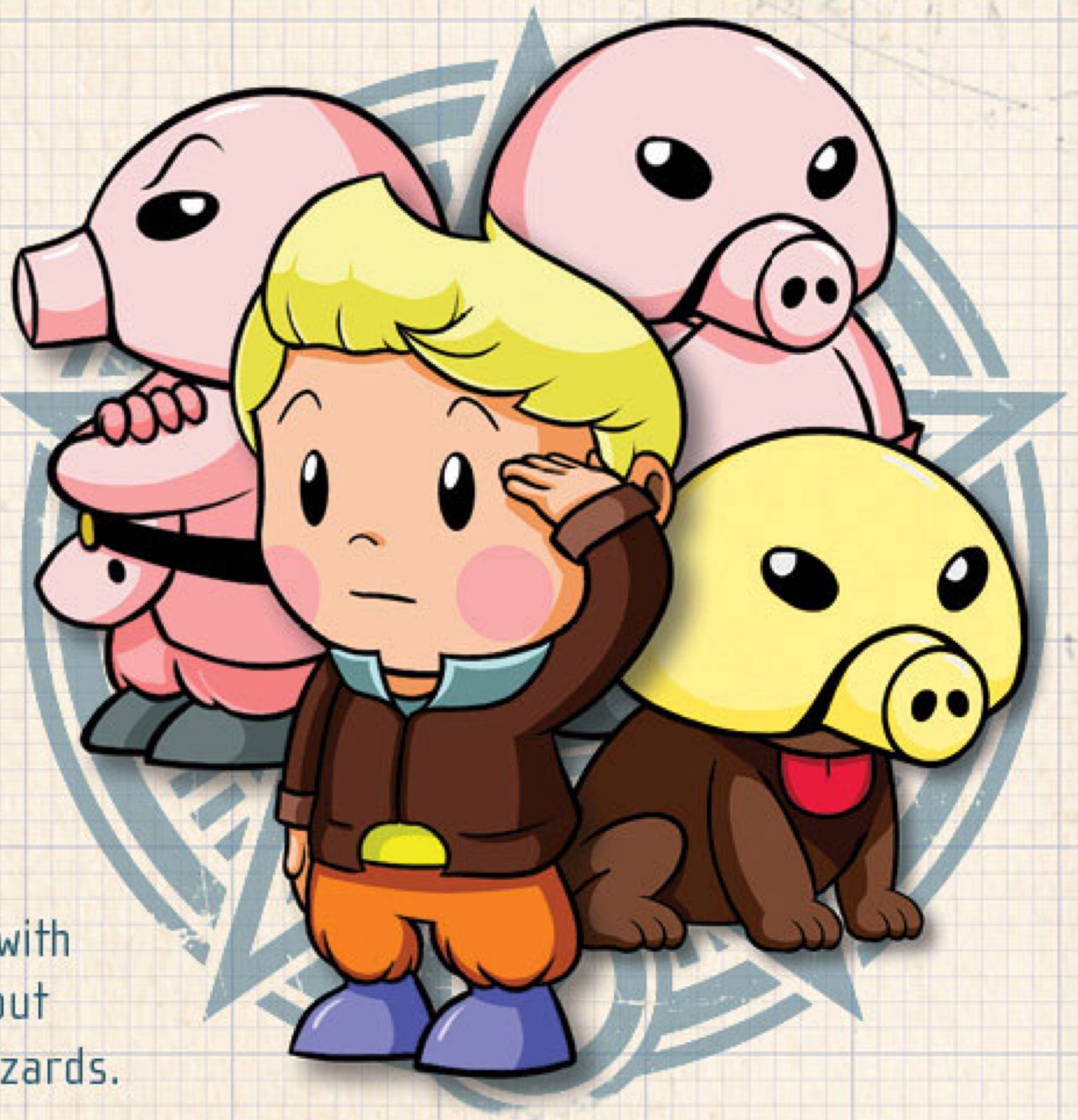


CHAPTER NO. 5

PART TWO

THE HIGHWAY

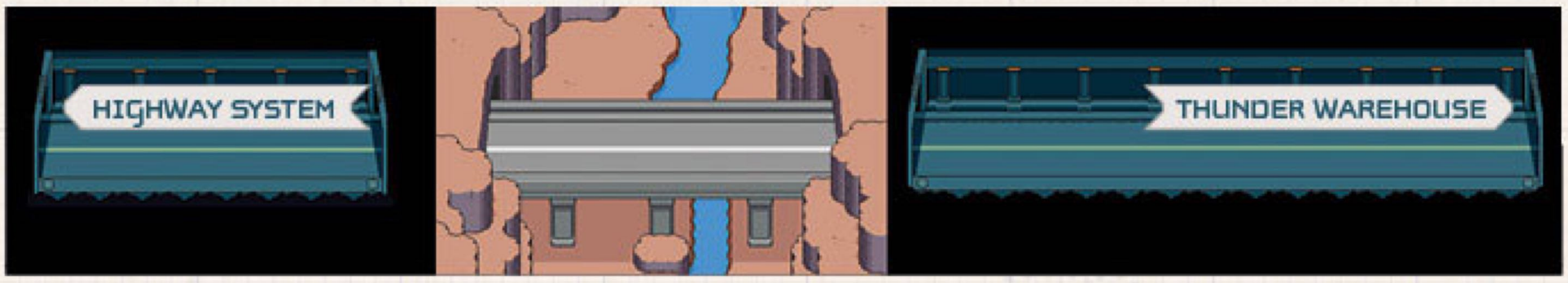
The chase is on for the mossy malfunctioning clay man. Engage with a high speed highway pursuit, but be careful of potential road hazards.



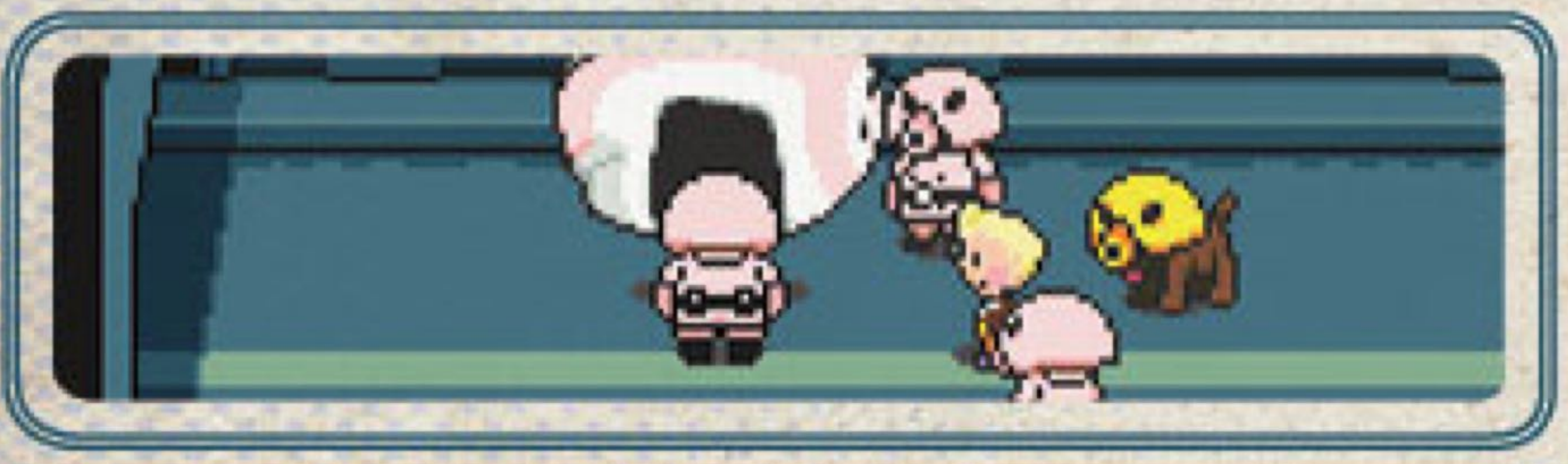
SLIPPERY SLOPE

Once you enter the second tunnel you might consider healing up and giving Boney a DCMC Pamphlet, some bombs, and healing items. You never know where danger lurks!

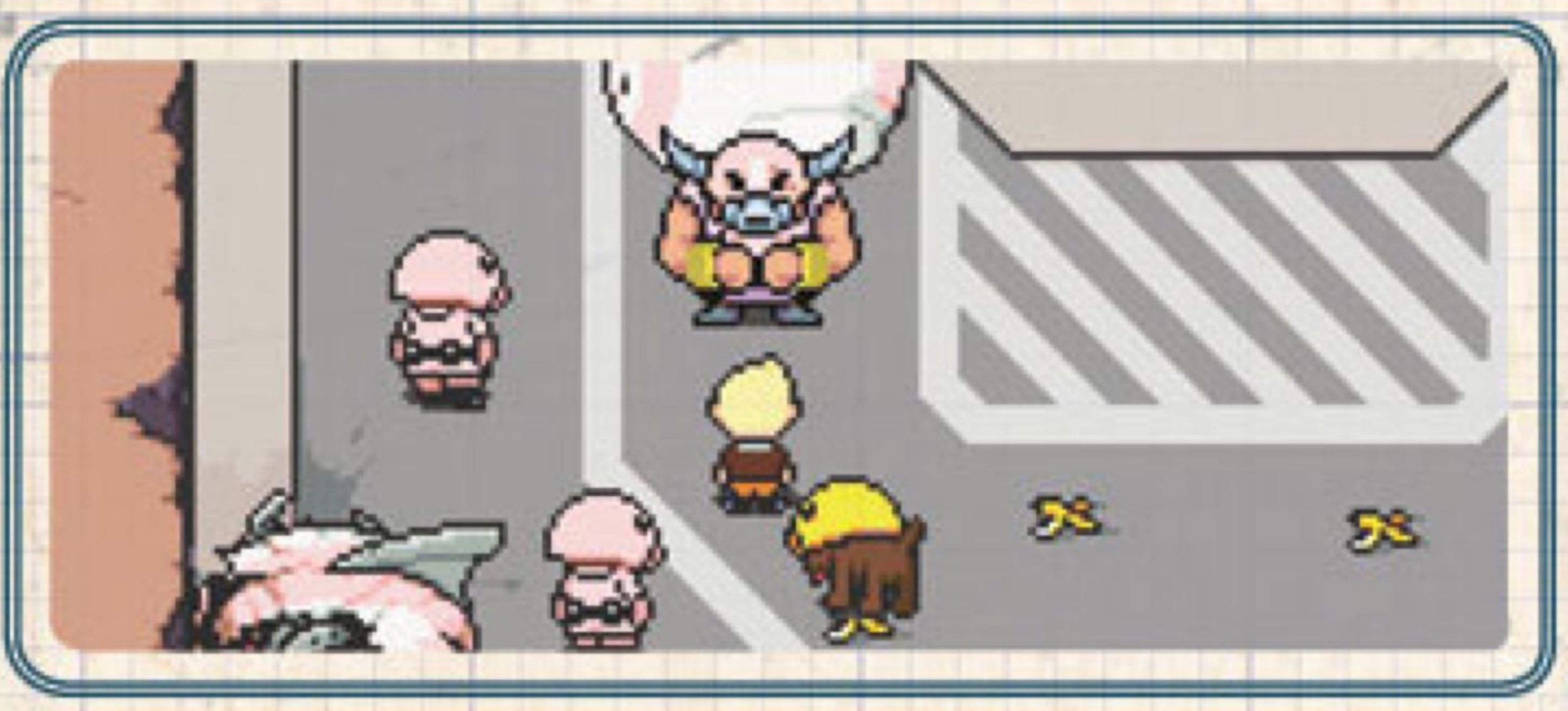
HIGHWAY : *Warehouse Route*



RIGHT-OF-WAY



As "the Commander" you've got a free pass to run down the middle of the highway, but sticking to the sidewalk will help avoid awkward confrontations...



COMPOUND PEELS

In pursuit of the garbage truck, Lucas's mistaken identity nets your group a free Pork Bean. Unfortunately, some slippery litter cuts your trip short. The Fierce Pork Trooper stops by to lend some roadside assistance, but his nose sees right through your party's charade.

MINI-BOSS

SPICY PORK

This is the same bulky fellow you met at Club Titiboo. You may remember that he's a huge DCMC fan, so it's time to put your merchandise to use!

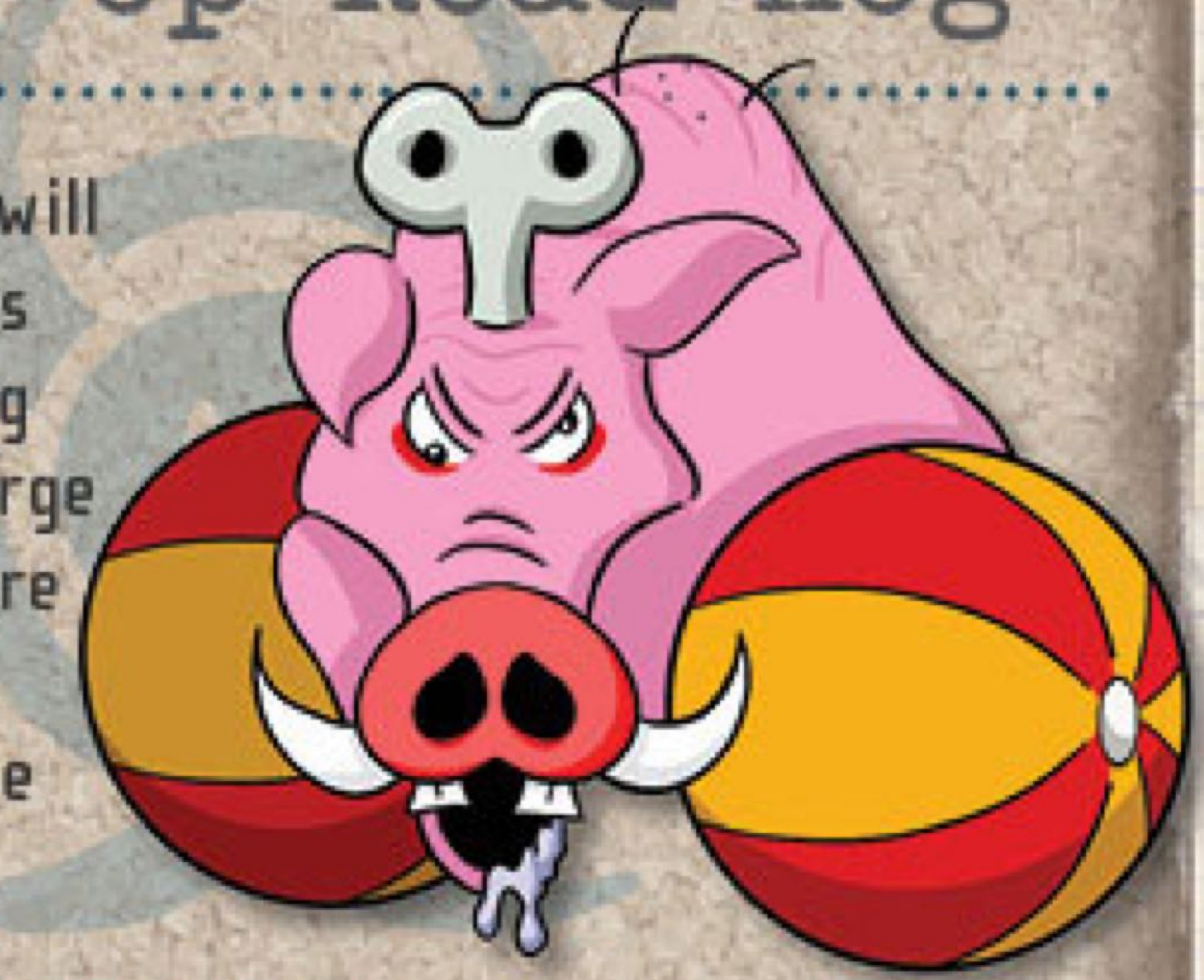
SUGGESTED OPENING ATTACKS:

Lucas: *Offense Up on Duster*
Duster: *Scary Mask*
Kumatora: *Offense Down*
Boney: *DCMC Item (Pamphlet)*

For the rest of the battle, have Boney heal and keep the Trooper distracted. Offense Down, Defense Down, and PK Fire will help wear him down while Duster uses combo attacks and Lucas hits with his special PK power.

ENEMIES

Wound-Up Road Hog

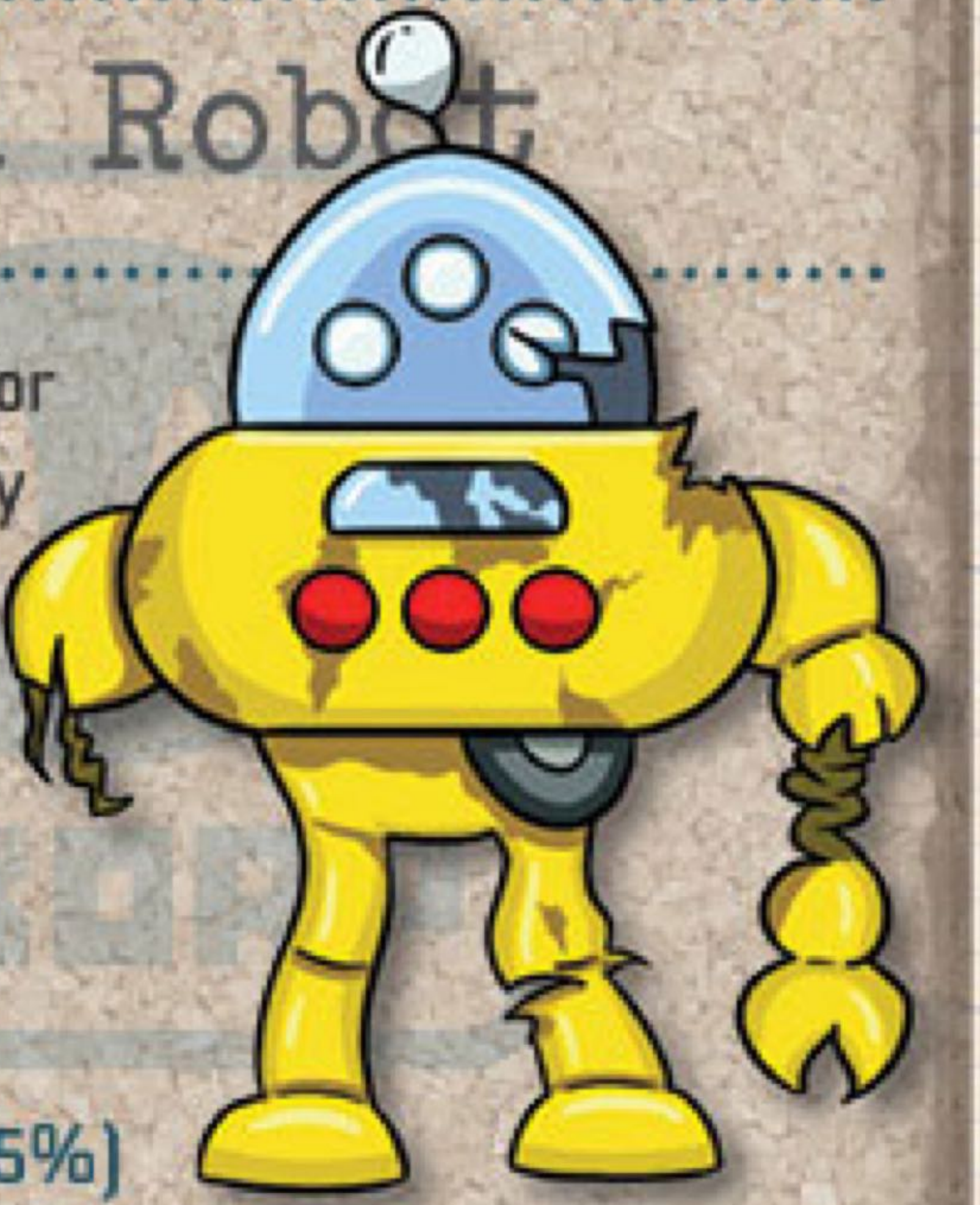


This road hog will often break his wind-up spring during his charge attack. If you're lucky, it will drop a valuable Secret Herb!

SECRET HERB (10%)

HP: 420
OFF:98 DEF:36
EXP:150 DP:53

Scrapped Robot



You've gotta feel bad for this robot. It can barely attack and can hardly keep its own parts together. Regular attacks are more than enough to scrap it.

ANTI-PARALYSIS (15%)

HP: 332
OFF:79 DEF:20
EXP:82 DP:32

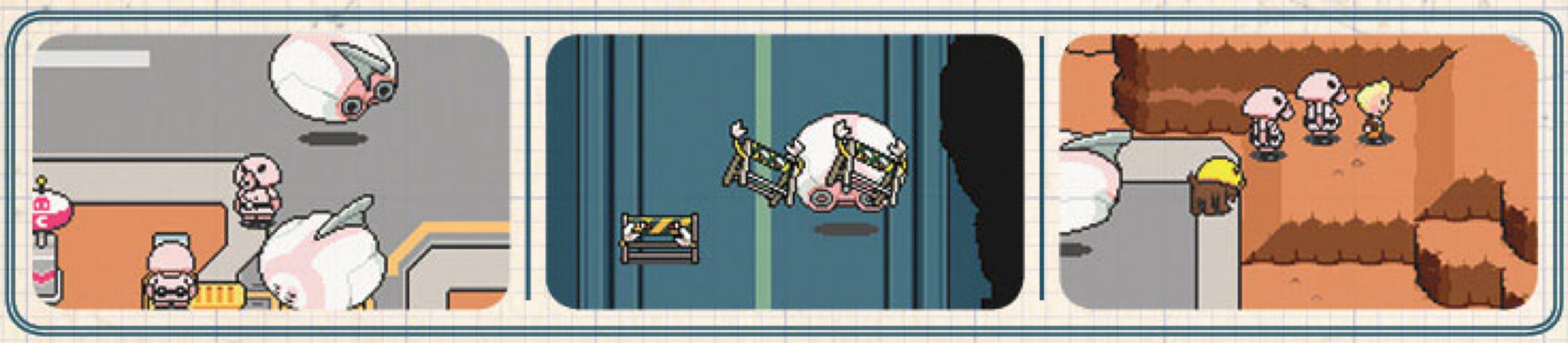
Fierce Pork Trooper

MINI-BOSS

He's the toughest Pigmask around, but this big guy has a not-so-secret soft spot for DCMC merchandise. Keep him distracted while you knock his offense/defense down.

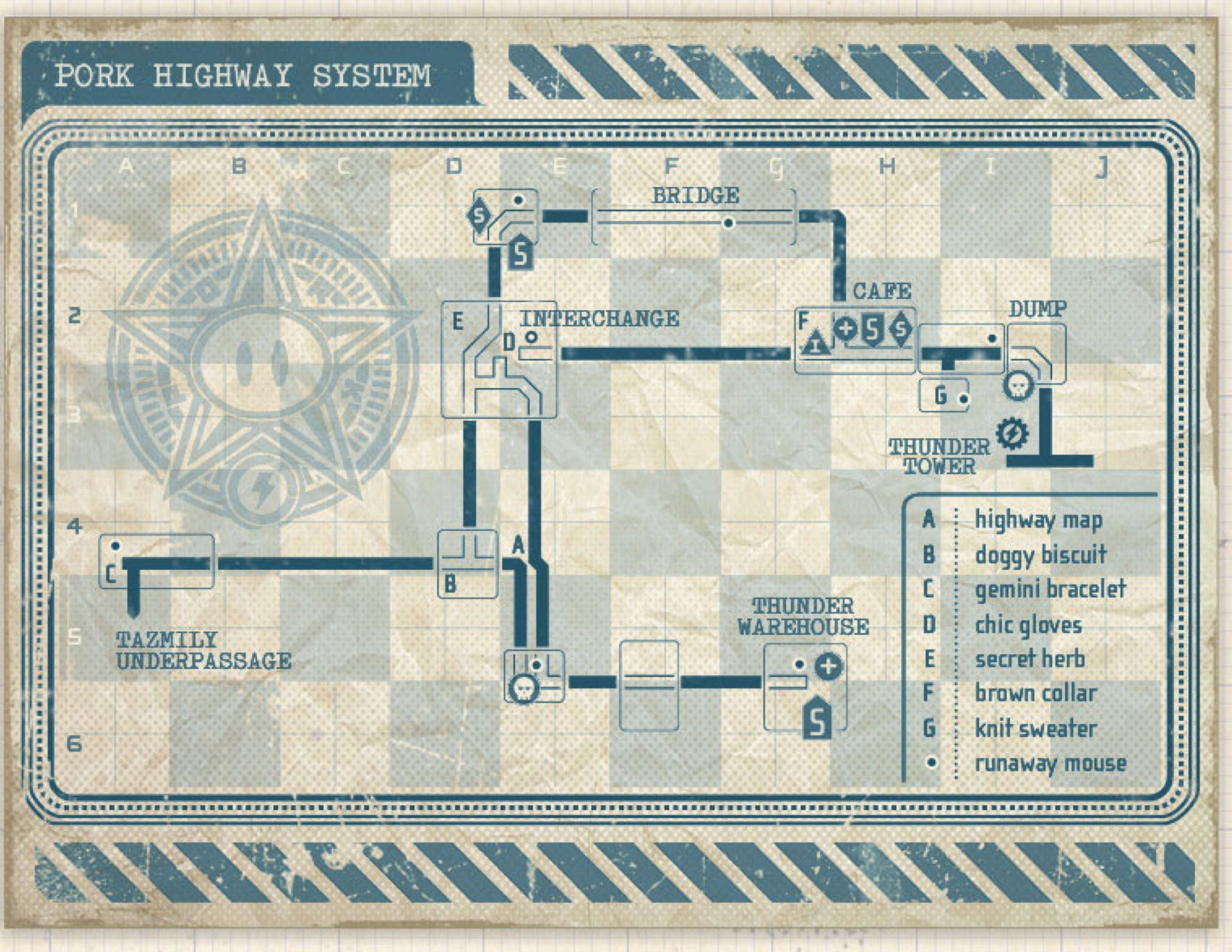
PICKLED VEGGIE PLATE (100%)

HP: 1758
OFF:125 DEF:46
EXP:1548 DP:620



ON THE OPEN HIGHWAY

The Highway is pretty expansive, but luckily there's a handy map directly north of the crash site. There's lots to do out on the open road, but before you start exploring, head north to where there's a construction gap in the highway and talk to the mama mouse. She'll give you something to do while you're running around.


PORK HIGHWAY SYSTEM
A
B
C
D
E
F
G
H
I
J
1
2
3
4
5
6
BRIDGE
CAFE
DUMP
INTERCHANGE
THUNDER TOWER
TAZMILY UNDERPASSAGE
THUNDER WAREHOUSE
A highway map
B doggy biscuit
C gemini bracelet
D chic gloves
E secret herb
F brown collar
G knit sweater
● runaway mouse

MELTDOWN!

The Atomic Power Robot is infamous for its powerful self-destruct device. To avoid an explosive ending, hit it while it's turned the other way and you'll dismantle the explosive device.

HAVE YOU SEEN US?

If you have any information pertaining to the whereabouts of any of these seven mice, do what's right... tell them to get their butts home, pronto!

Last seen in the areas Noted by the map Dots, Refer to map on left

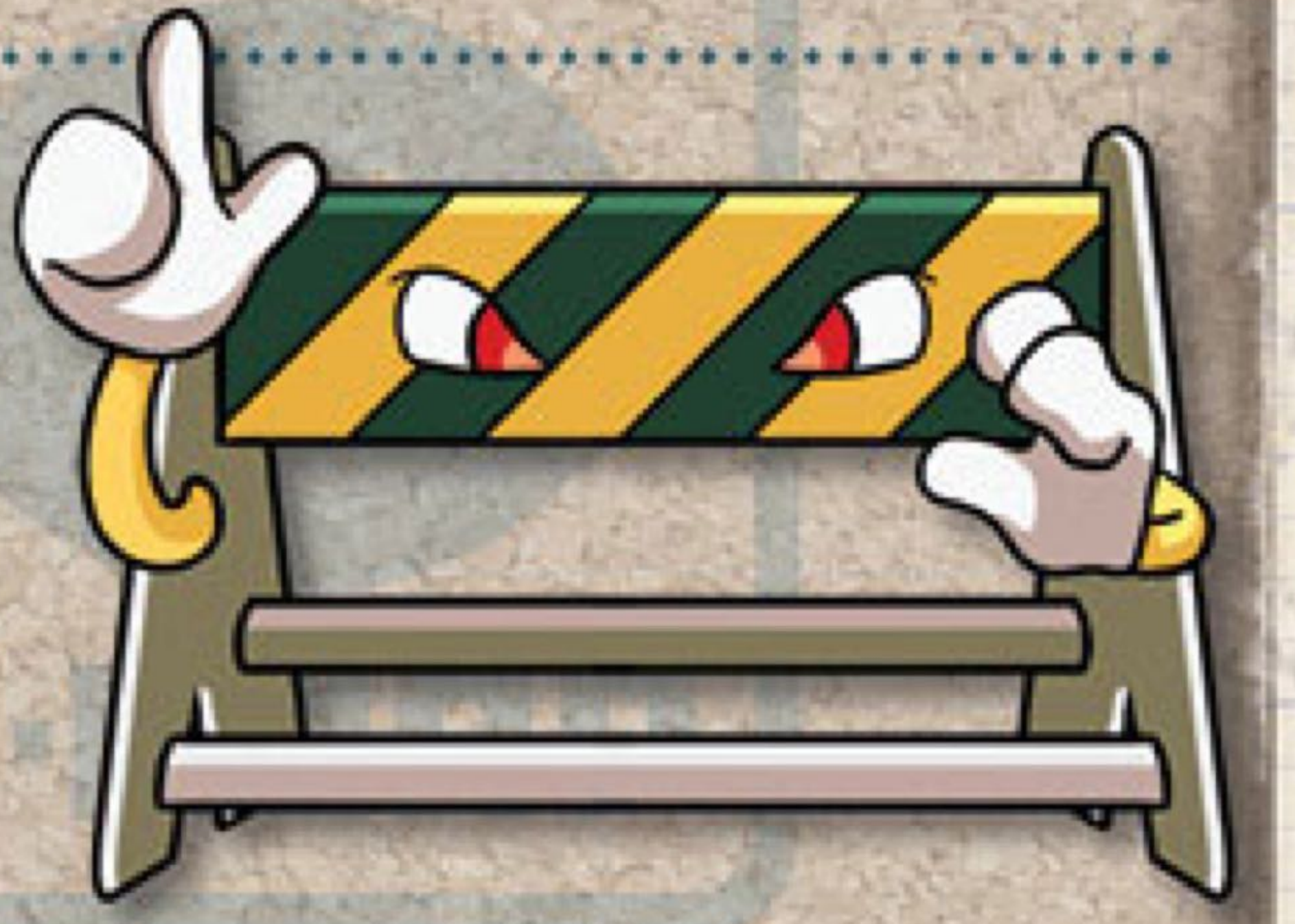
←

REWARD

SHIELD SNATCHER

ENEMIES

Road Block

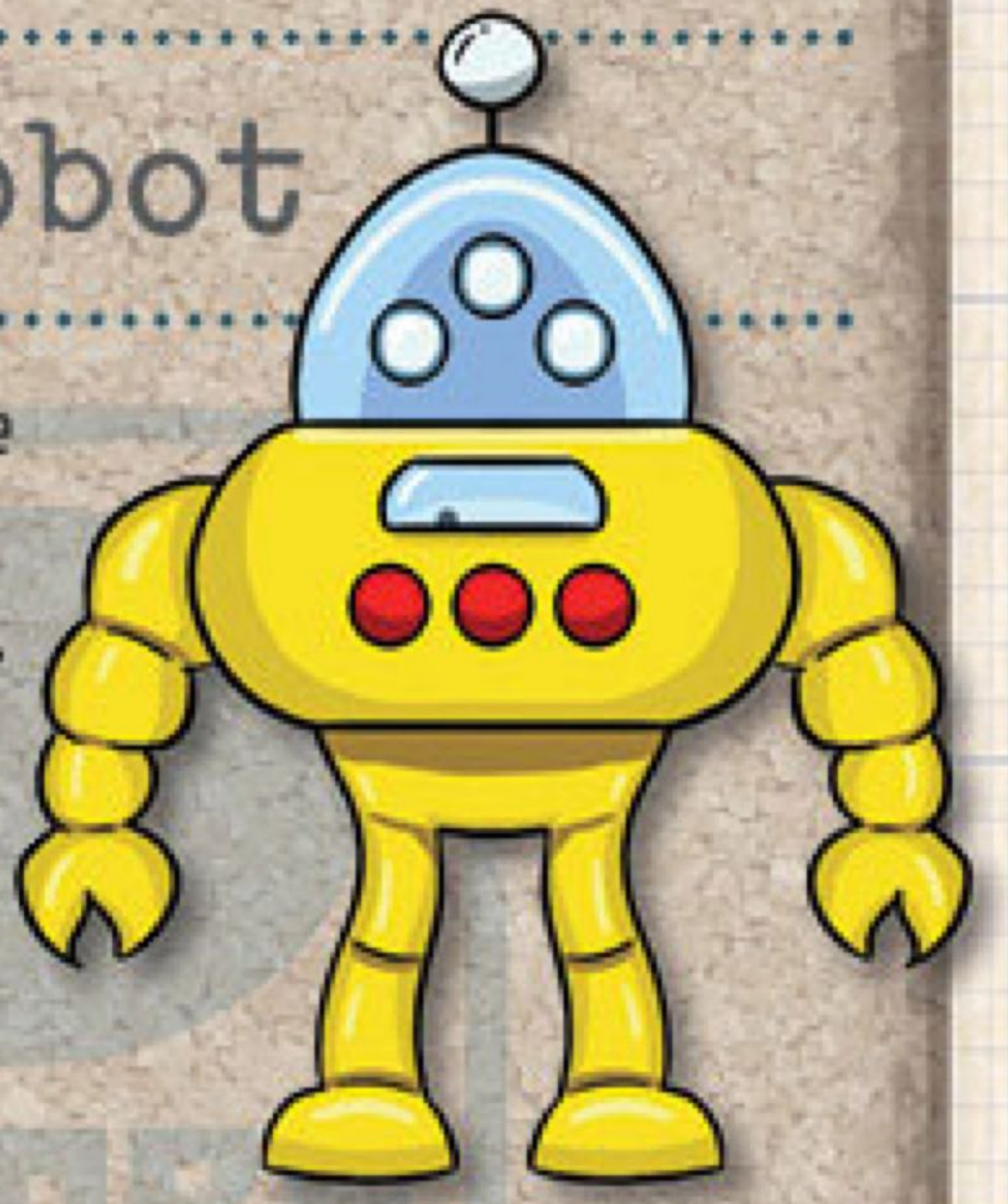


These traffic enforcers will try Hypnosis Alpha on you, and if that doesn't work they'll call in reinforcements!

FRESH MINT (20%)

HP: 333 | OFF:90 DEF:39 | EXP:108 DP:75

Wobbly Robot

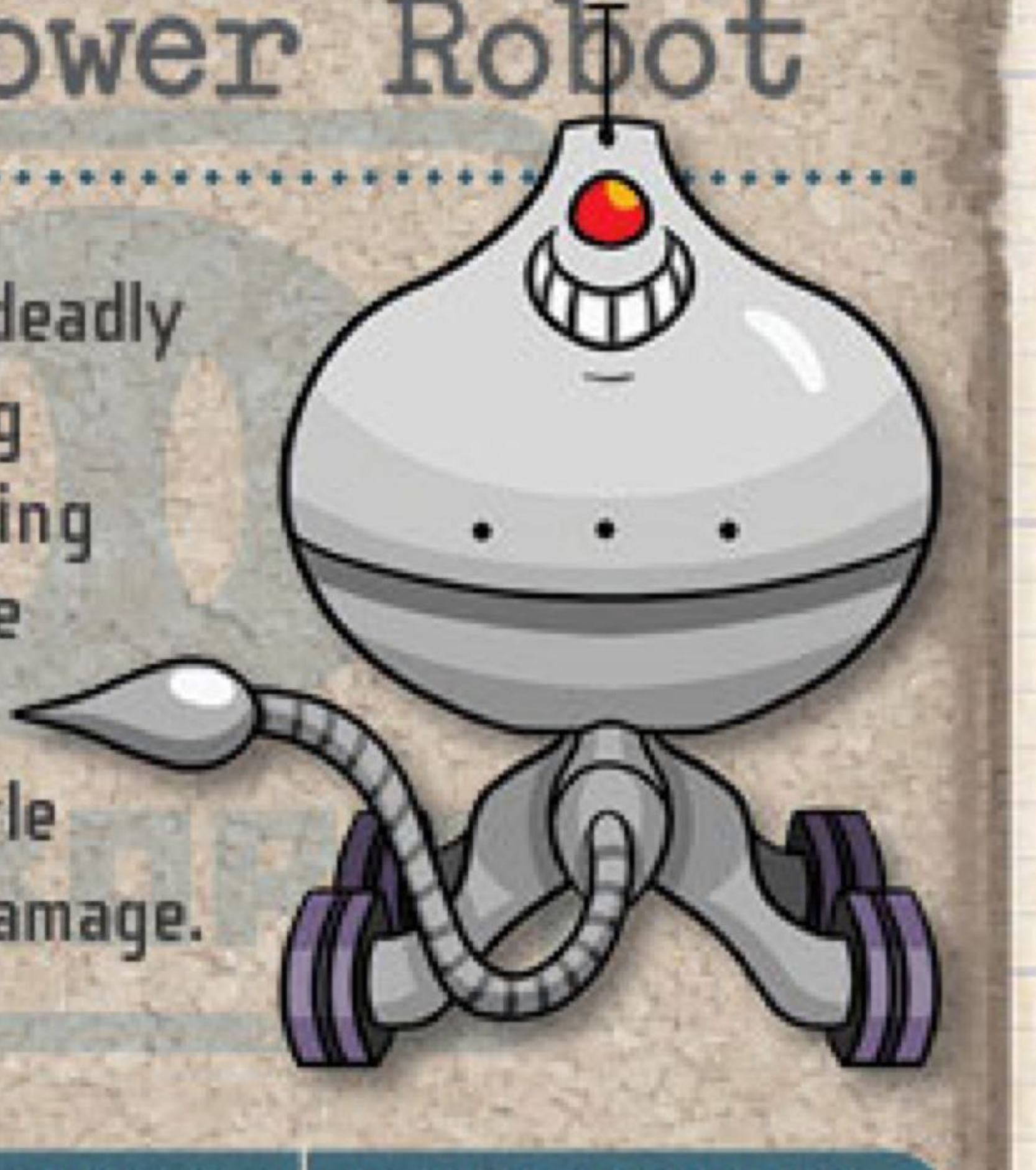


This robot may look like a pushover, but he is not like his broken brethren. He can emit an electro-magnetic pulse that will make you feel numb and leave you motionless!

SECRET HERB (5%)

HP: 412 | OFF:93 DEF:28 | EXP:126 DP:64

Atomic Power Robot



This refueling bot has deadly beams and an annoying capacity for recharging itself. Upon defeat, the machine will self-destruct! End the battle quickly to lessen the damage.

BOMB (3%)

HP: 350 | OFF:64 DEF:26 | EXP:105 DP:68

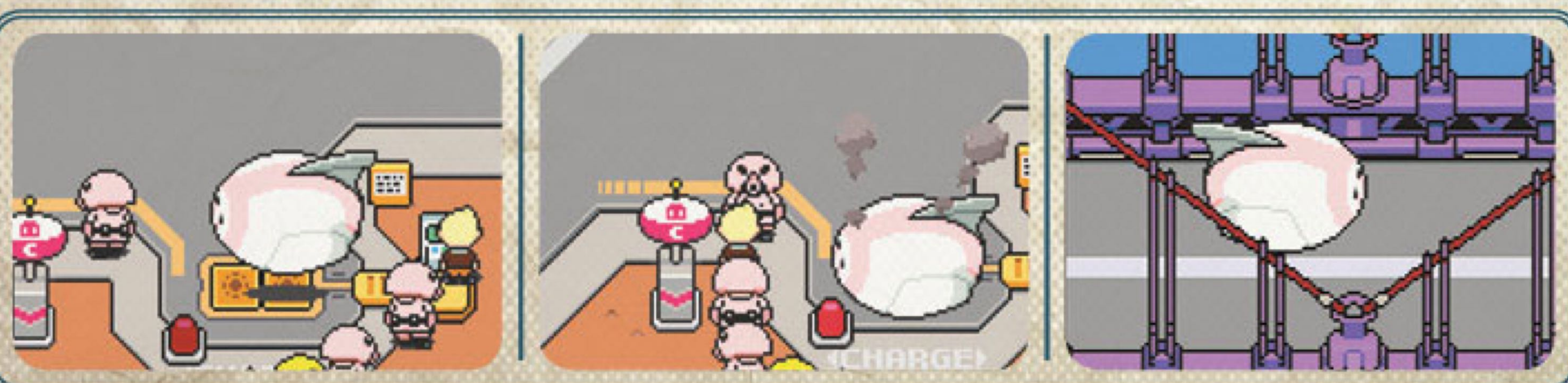
ROAD TRIP

If you keep following the road west, you'll find yourself all the way back at the Candrum Underpass. The graveyard has been sealed off, but if you check the nearby side tunnel you'll find a Luxury Banana and a Super Bomb, together worth more than 2500 DP!

GETTING CHARGED

PORK BEAN TRANSPORT RECHARGE

Having fun joy riding in the Pork Bean? If you want the good times to continue, you will need to recharge its battery **before you try to cross the bridge.** There is a recharge station in the scenic northeast section of the highway. Park on the Recharge Panel, step out, and turn on the nearby device. Once you hear the beep, stop the recharging process—if you don't, you'll be continuing your journey on foot.



DANGEROUS STUFF SHOP

A Pigmask in this area sells some dangerous stuff that might come in handy. Don't come crying to him if you blow your hand off!

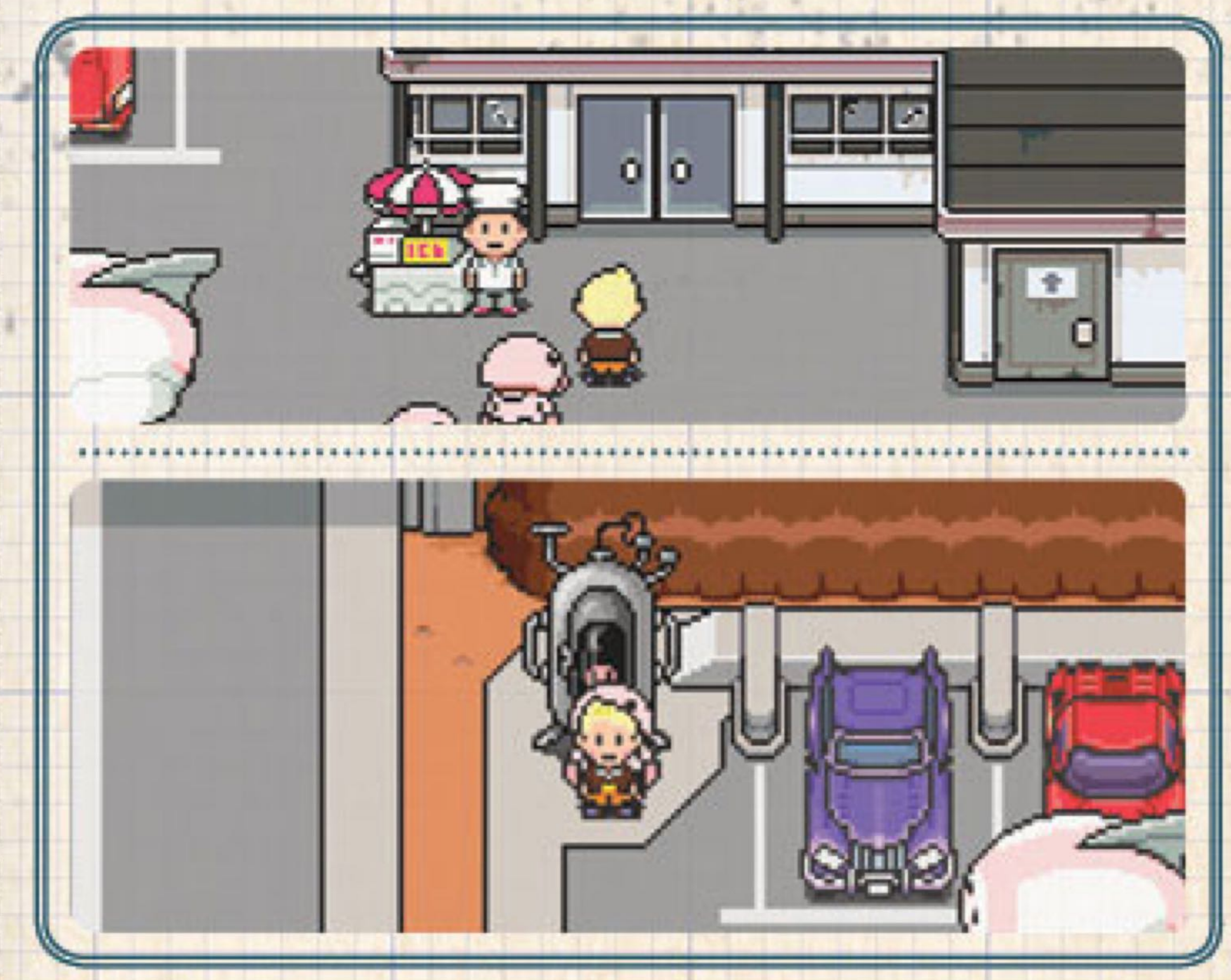
Pencil Rocket	500 DP
Bomb	1000 DP
Super Bomb	2000 DP
New Year's Eve Bomb	3000 DP
Saltwater Gun	400 DP

ONE DOG'S TRASH

If you happen to have a Doggy Biscuit when you speak to the stray dog near the charging station, he'll beg for it. Unlike most dogs, he's got something for you in return! Where in the world could a stray dog have picked up a high explosive...?

SOUVENIRS

Handy Yo-Yo	650 DP
Souvenir Dress	1400 DP
Taurus Bracelet	1200 DP
Bag of Pork Chips	28 DP
Cup of Pork Noodles	80 DP
Fresh Mint	16 DP
Secret Herb	600 DP

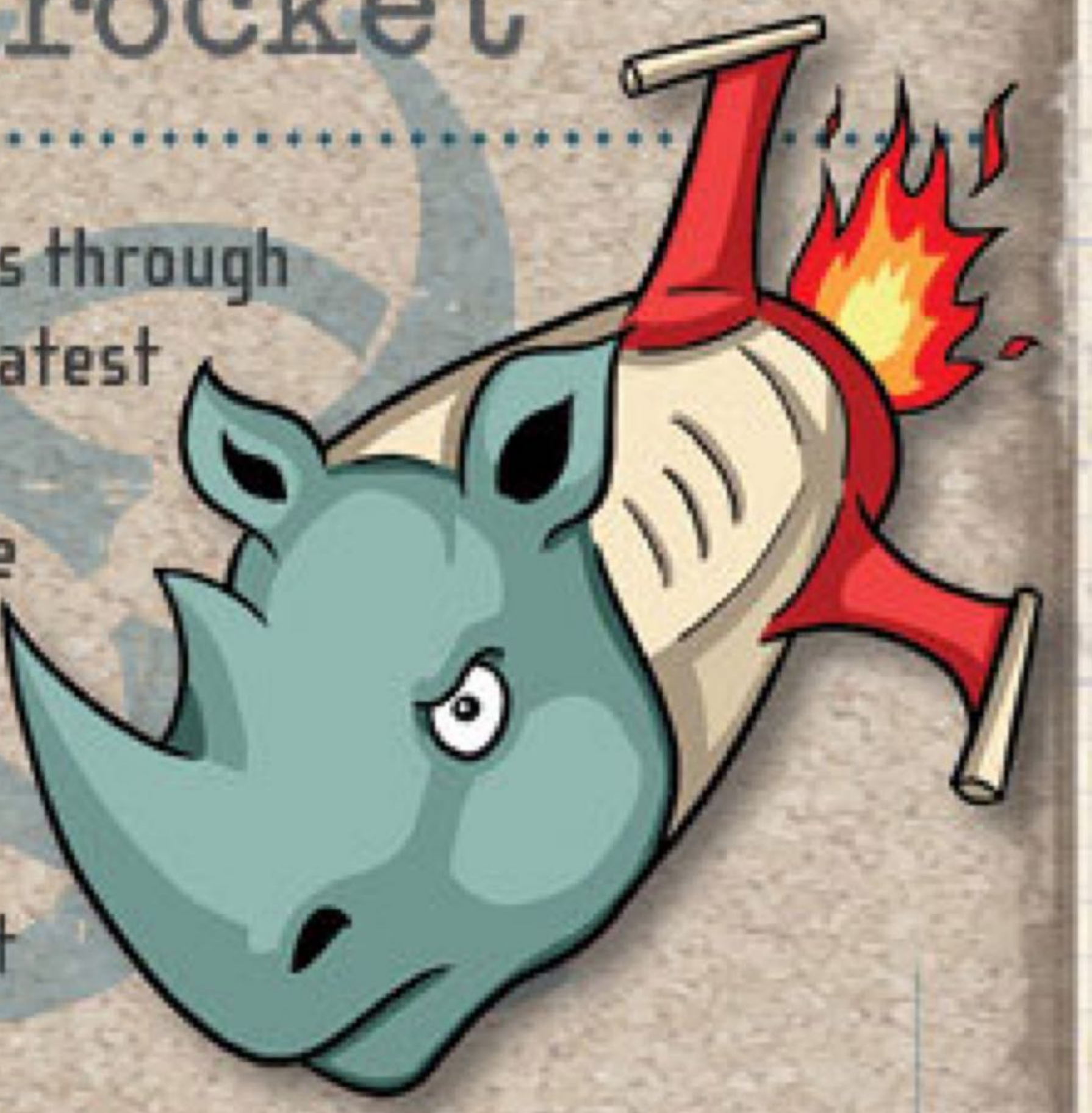


PIT STOP

Upon reaching the Parking Area you will see the garbage truck speed off into the east tunnel. Don't be so hasty in following it, there's still plenty of time to rest and take in the local color.

ENEMIES

Rhinocerocket

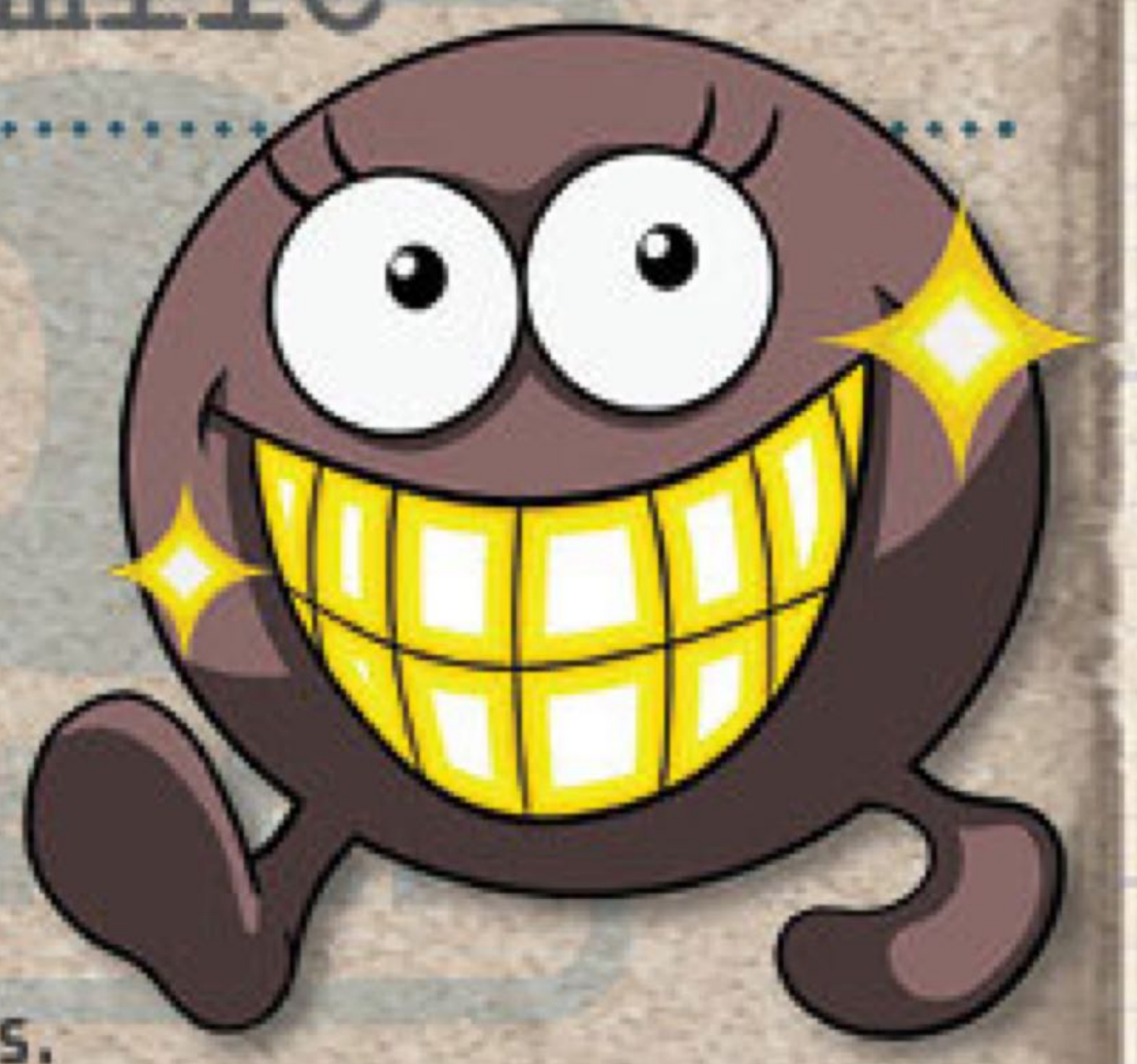


This speedy foe flies through the air with the greatest of ease and malice. When he attacks, he hits everyone in the party—twice! Take him down fast with your strongest attacks.

PENCIL ROCKET (10%)

HP: 400 | OFF:80 DEF:27 | EXP:171 DP:178

Bright Smile



RARE!

This dazzling foe's appearances are as short as they are rare, so make the most of your time by using super-powerful attacks. Wipe the smile off its face and you'll get a huge cash reward.

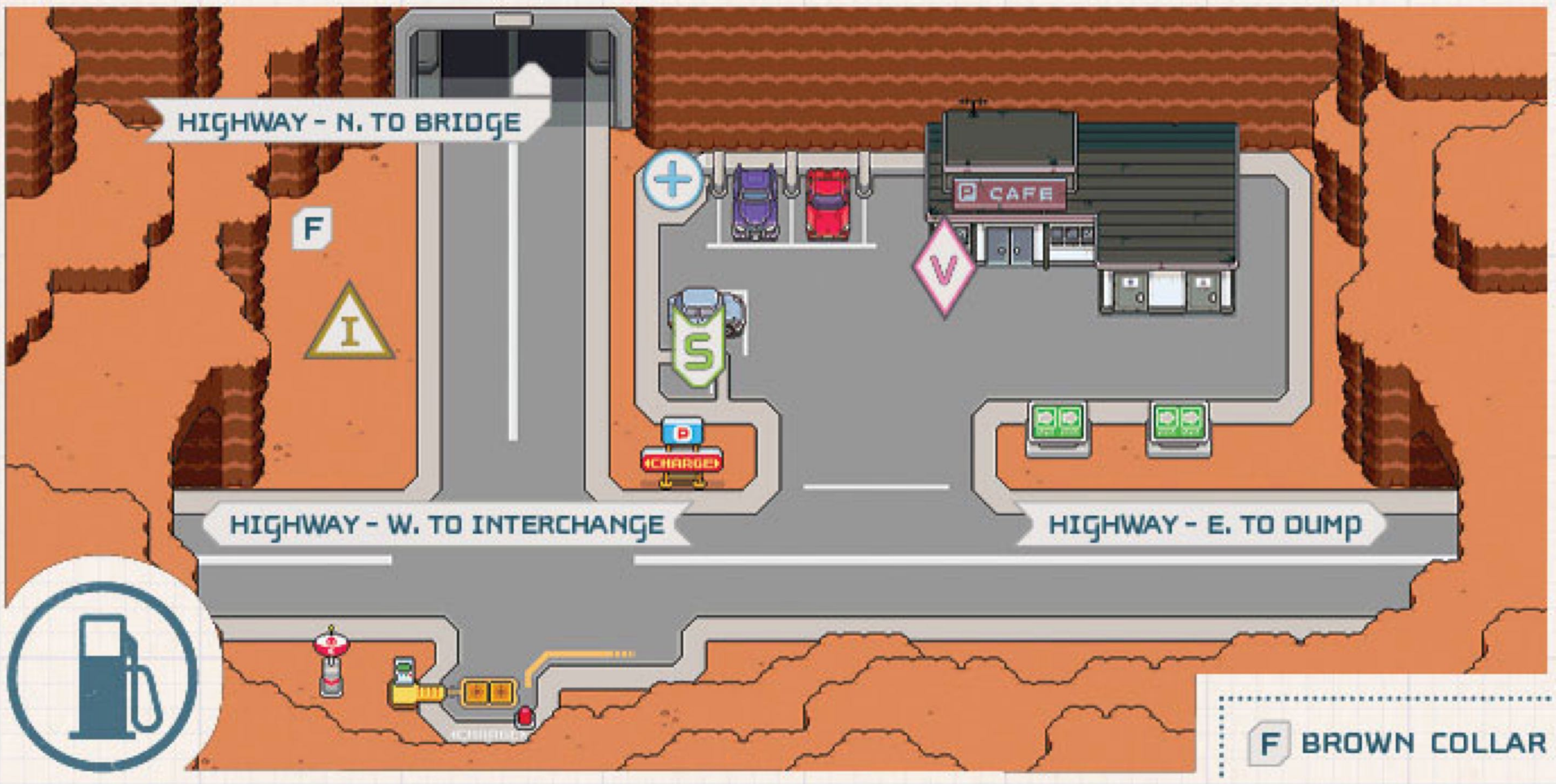
HP: 278 | OFF:67 DEF:30 | EXP:90 DP:2000

VENDING MACHINES

As always, the Item Guy is one step ahead of you. Now might be a good time to get your belongings organized!

- *Grab any Saltwater Guns you can get.*
- *Upgrade everyone's equipment at the vendor, and buy some overpriced food if you really need it.*
- *Sell your old collars, bracelets, and gloves, and then deposit your money with the Save Frog—you won't need it again anytime soon.*

HIGHWAY PITSTOP : *P Cafe & Charge Station*


HIGHWAY - N. TO BRIDGE
F
I
+
P CAFE
V
S
CHARGE
HIGHWAY - W. TO INTERCHANGE
HIGHWAY - E. TO DUMP
F BROWN COLLAR

P CAFE

Quality Dining

★ *Fine Highway Pitstop Cuisine Since 3 Years Ago* ★

50% fewer misunderstandings and unexpected sluggings thanks to our staff of friendly Pigmask guards

Airborne pathogens are down 25% thanks to our new no-running policy

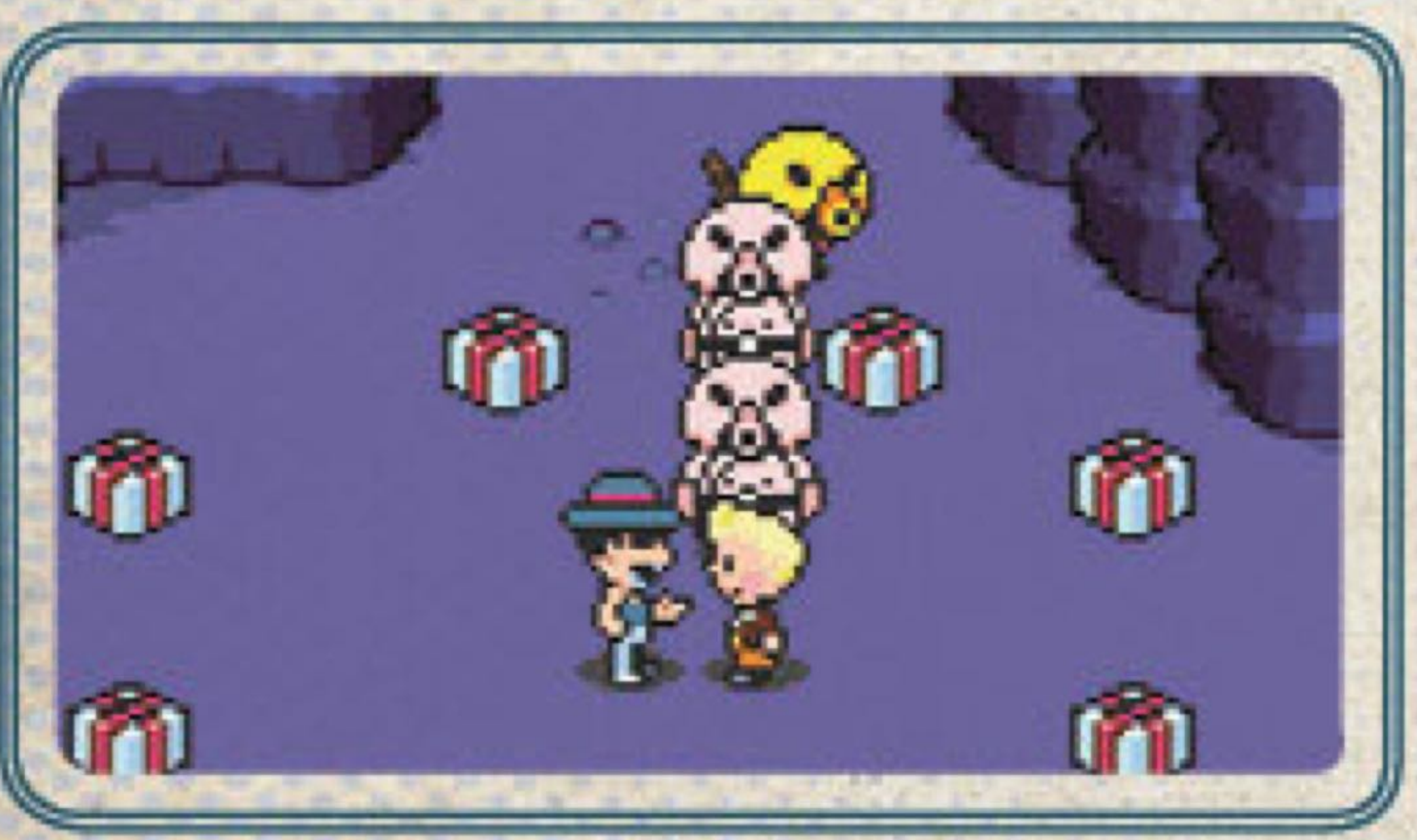
Try our new jukebox / condiment dispenser, the ultimate combo for the desperado in you!

CHARGE UP!

On the charging station is an out-of-power robot in need. Agree to recharge him and he'll reward you based on your accuracy:

< 11 s:	1 DP
11 s:	10 DP
12 s:	15 DP
13 s:	30 DP
14 s:	50 DP & lecture
15 s:	100 DP!
> 15 s:	YOU SUCK

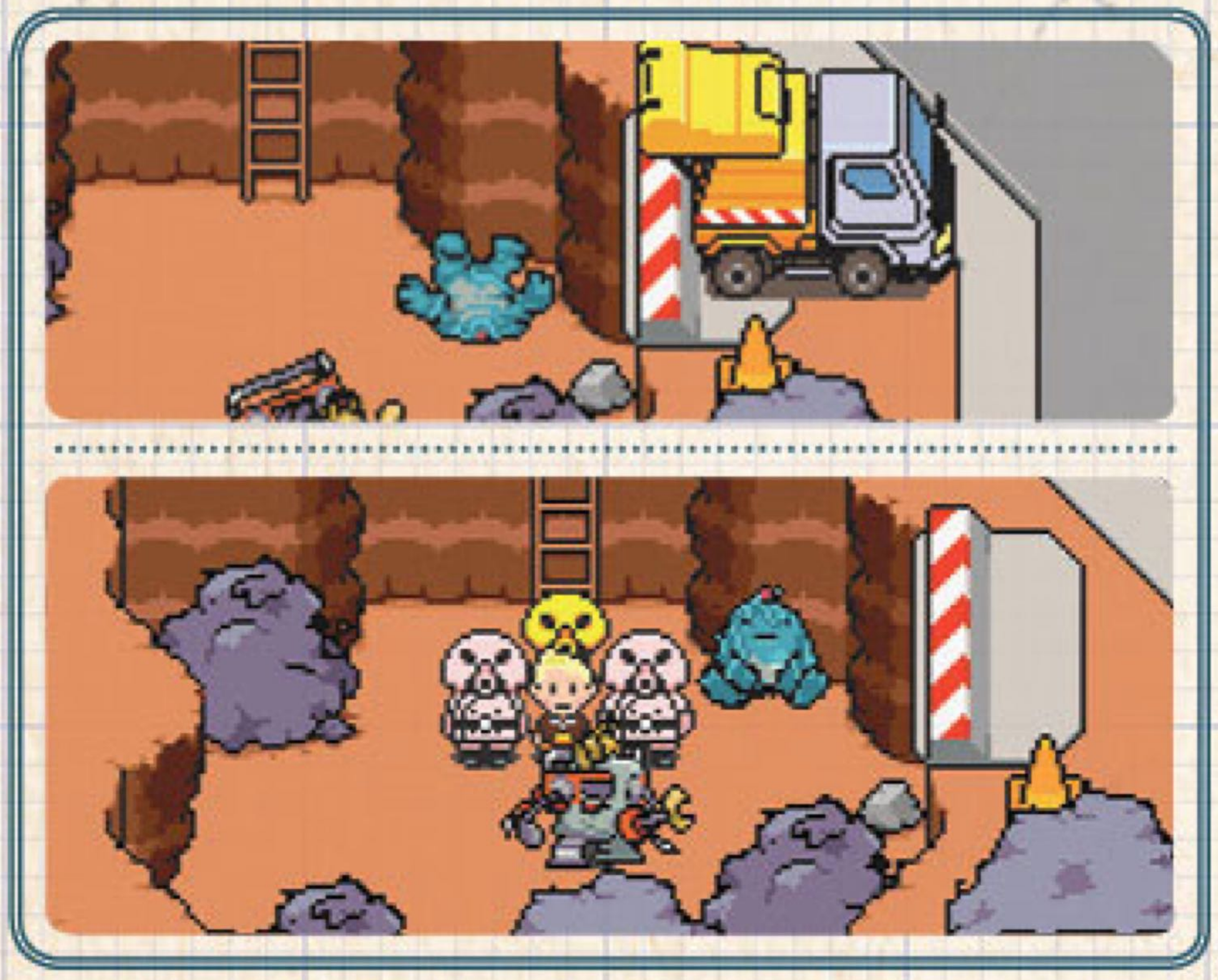
LEO-LEO THE LADIES MAN



In the east tunnel right near the Parking Area is Leo-Leo's lair. Speak to him a few times and he'll let you open a present. No matter what present you pick, you will always get a sweater with "LEO" knitted into it. Sure, this was a gift from a "girlfriend"... Even though it restores a few HP every round, its poor stats make it a good candidate for the Item Guy.

END OF THE CHASE

You finally catch up to the garbage truck as it dumps the Clayman into its new home. Climbing down the ladder gets you one step closer to the Egg of Light, but it also gets you into a fight with the Forlorn Junk Heap!



MINI-BOSS

TAKE OUT THE TRASH

This guy is scrapping for a fight! To make things easier, give Boney the Shield Snatcher and have him use it in the first round while barraging with Offense/Defense Down.

Attacks to Use:

- Lucas's special PK attack
- Kumatora's PK Fire
- Shield Snatcher
- Explosive items
- Scary Mask / Tickle Stick

Attacks to Avoid:

- Sniffing
- PK Thunder
- Saltwater Guns
- Duster's Thief Techniques

ENEMIES

Forlorn Junk Heap

MINI-BOSS

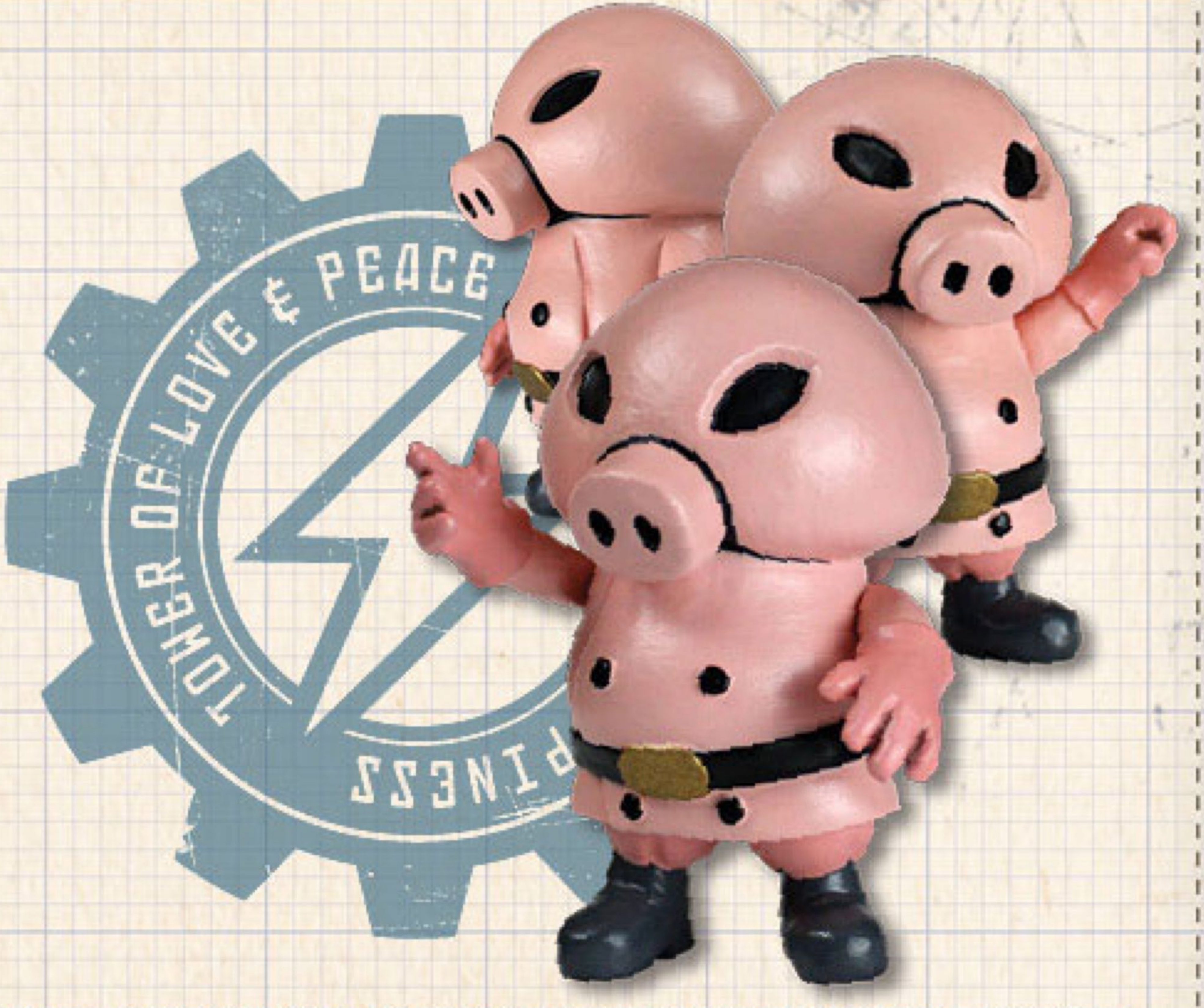
This junk heap can heal and increase its defenses by attaching pieces of trash to itself. It attacks by throwing trash around, sometimes hitting more than one target!

HP: 1818 | OFF:122 DEF:45 | EXP:2534 DP:728

CHAPTER NO. 5

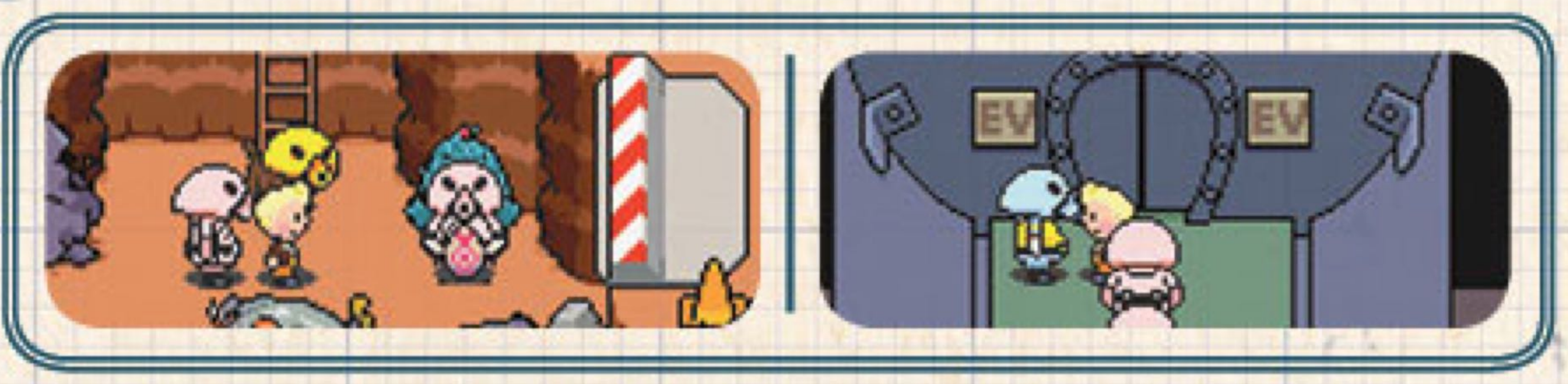
PART THREE

THUNDER TOWER



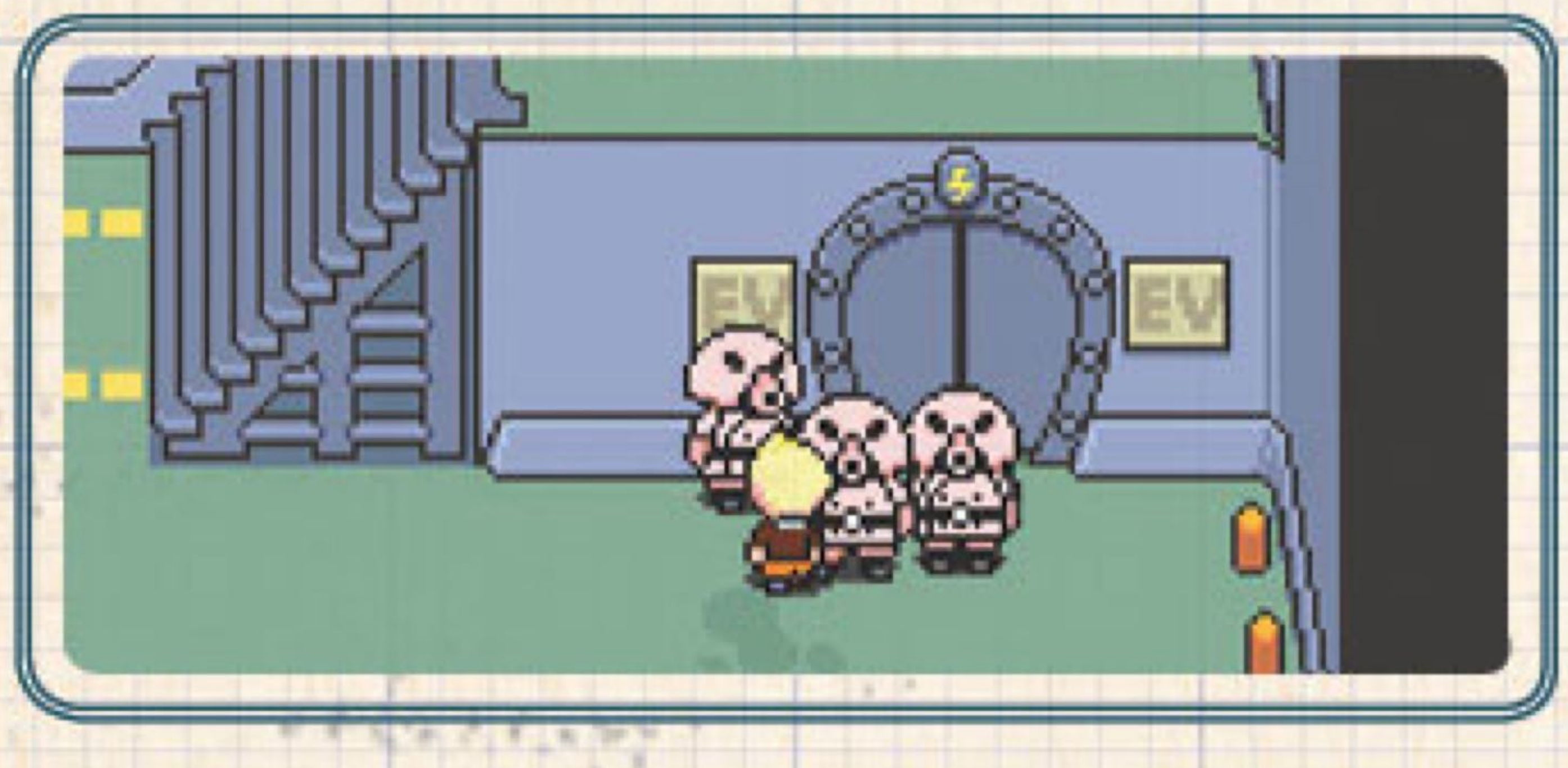
TO THE THUNDER TOWER

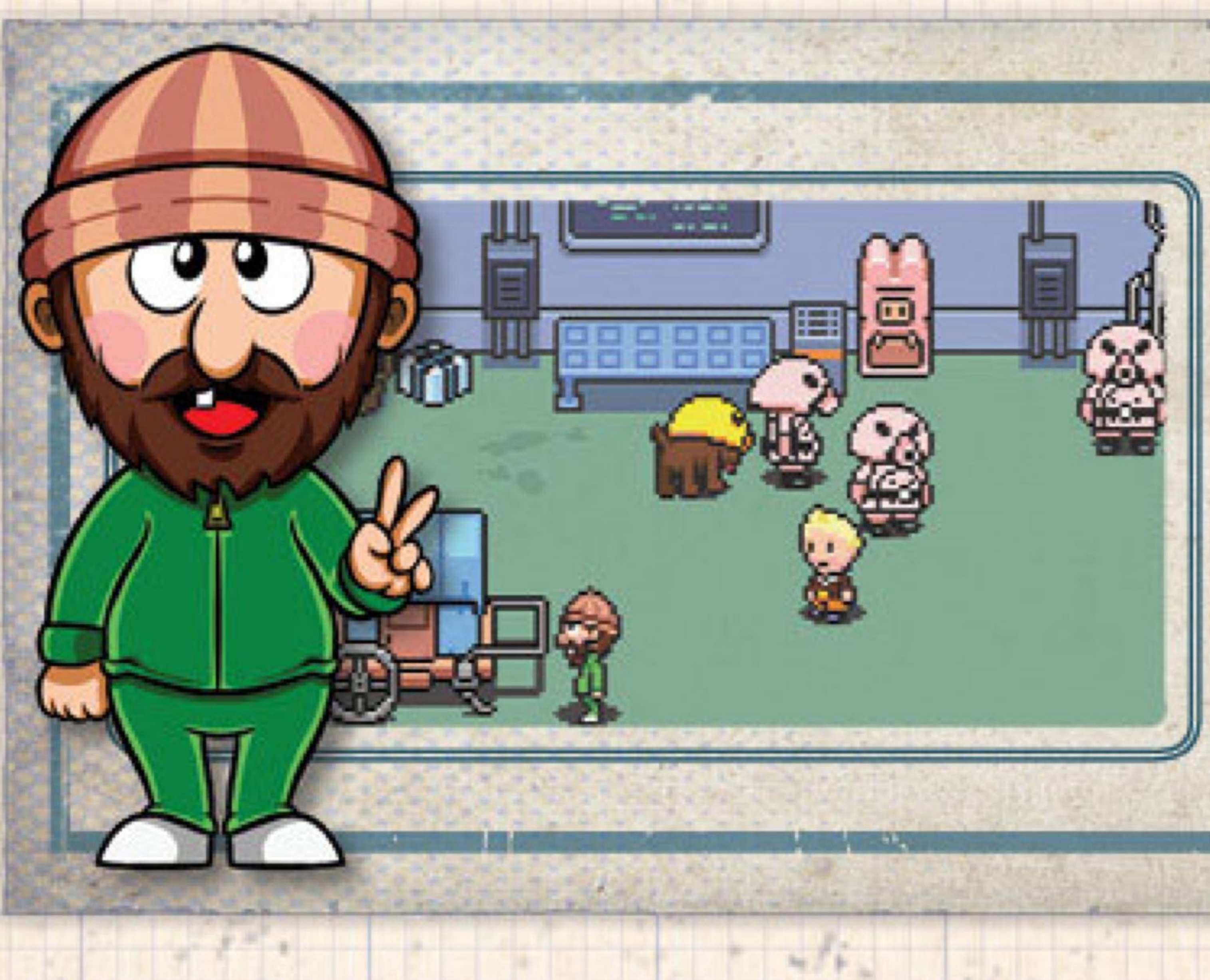
With the Forlorn Junk Heap permanently junked, Duster recovers the Egg of Light. After touching the egg he has a flashback and also recovers his memory! What luck! But you don't get to celebrate long as a Pigmask arrives and once again mistakes Lucas for "the Commander."



HIGHLY UNSUSPICIOUS

After a short elevator ride you'll find yourselves inside the not-so-well-guarded Thunder Tower. Use the various conveniences on this floor, grab the Tower Sketch from the present, and begin your journey to the top of the tower.





ITEM GUY

The ubiquitous Item Guy is, as always, waiting with supplies and encouragement. You can grab or store that DCMC Pamphlet—even if you don't pick it up now, you can get another within the tower.

REFRESH AND REVITALIZE

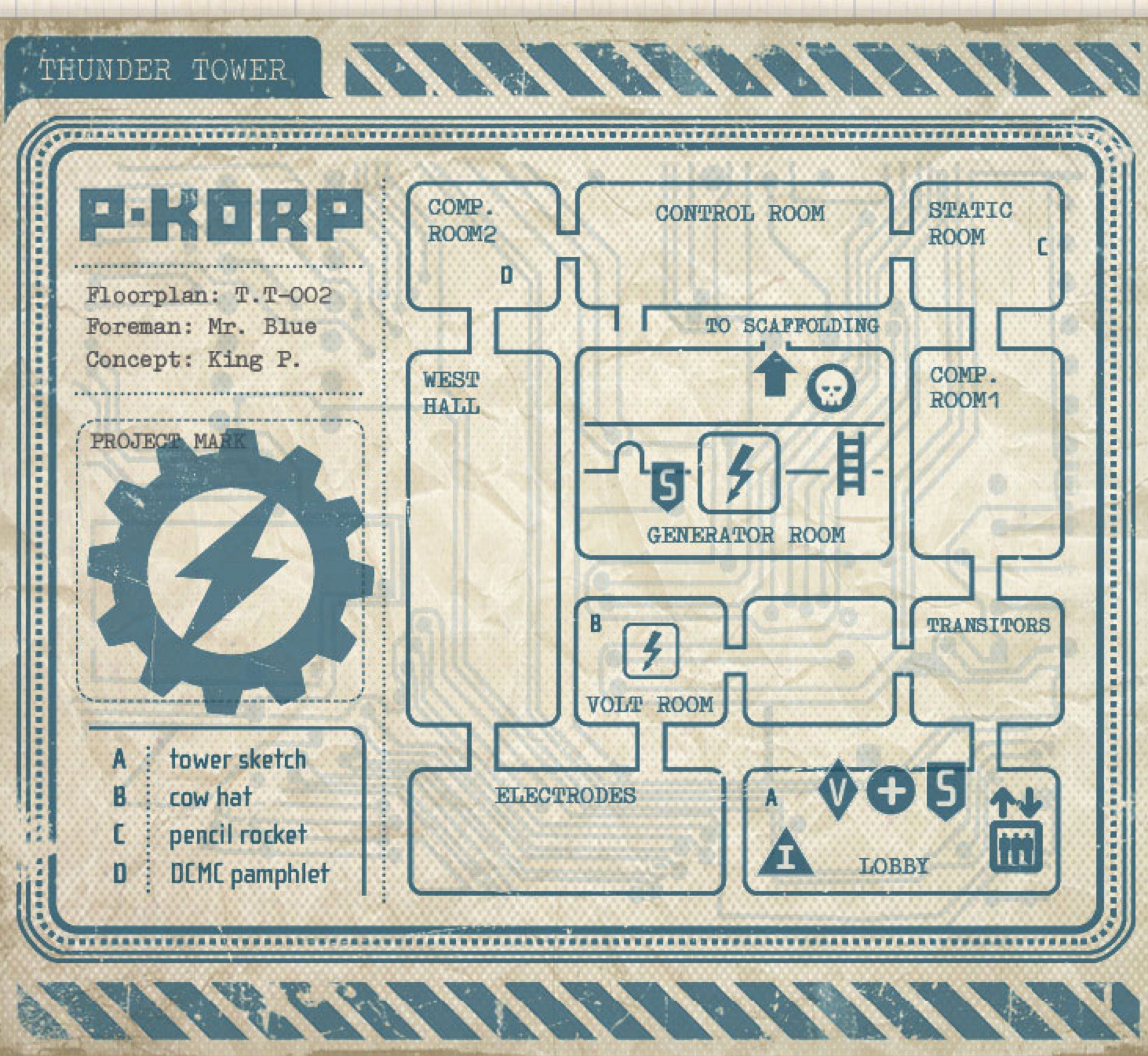
If you're weak and need to level up, blast away at some enemies with your PK attacks and head back to the lobby to heal up.

VENDING

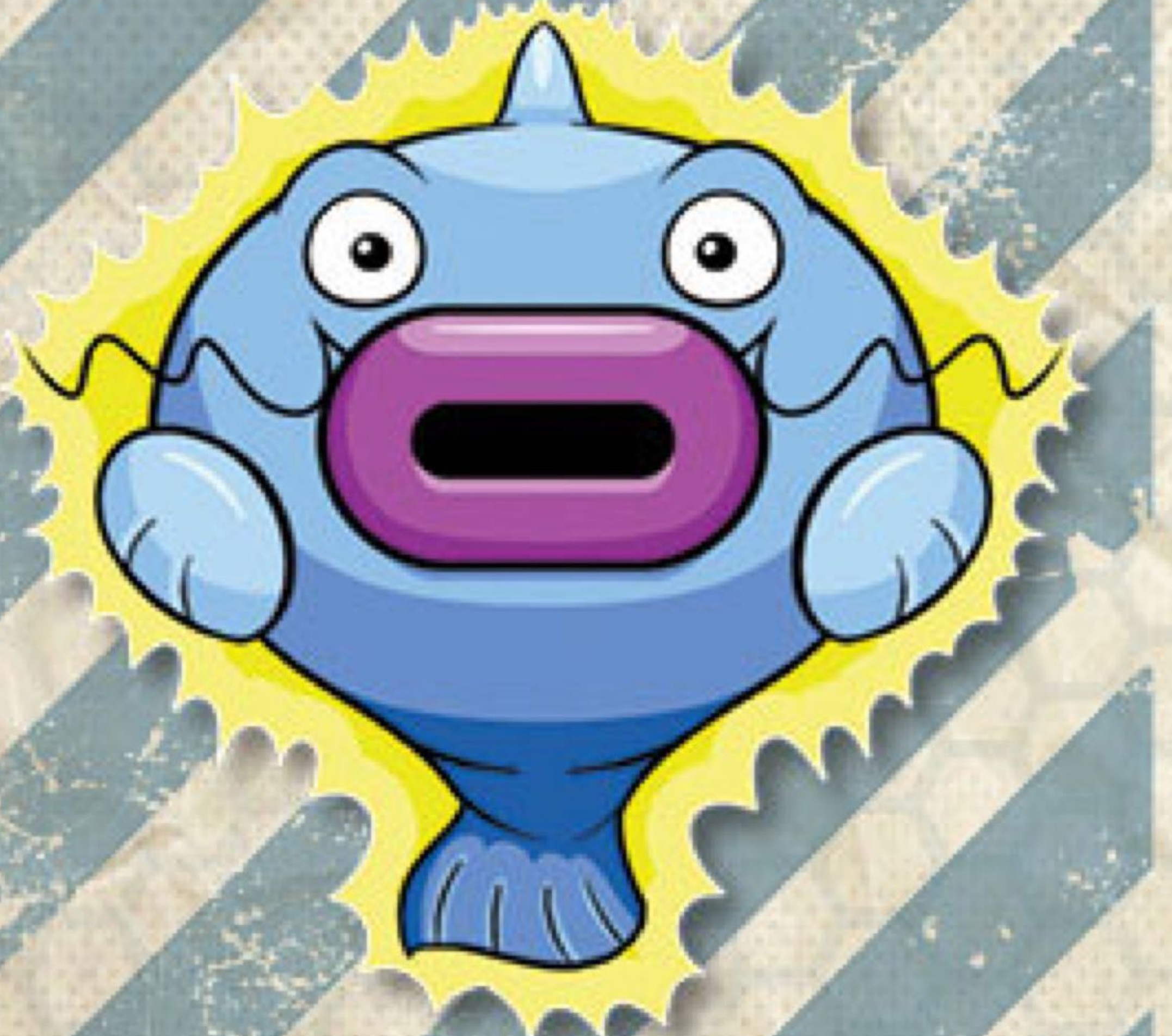
Good Stick	1500 DP
Rubber Boots	1360 DP
Brown Collar	1600 DP
Cup of Pork Noodles	80 DP
Anti-Paralysis	14 DP
Fresh Mint	16 DP
Paper Fan	12 DP
Secret Herb	600 DP

THE PATH YOU CHOOSE

The first level of the Thunder Tower is one large ring. You can either follow the west path or north path as both will take you to the tower's Catfish Generator Room. There are three present boxes on this floor, so if you're a completionist you'll want to try both.


THUNDER TOWER
P·KORP
Floorplan: T.T-002
Foreman: Mr. Blue
Concept: King P.
PROJECT MARK
A tower sketch
B cow hat
C pencil rocket
D DCMC pamphlet
COMP. ROOM2
D
CONTROL ROOM
STATIC ROOM
C
TO SCAFFOLDING
WEST HALL
COMP. ROOM1
S
GENERATOR ROOM
B
VOLT ROOM
TRANSITORS
ELECTRODES
A
V
S
I
LOBBY

P-KORP



WARNING: DO NOT TEASE

ELECTRIC CATFISH

MEGAZAPPOW SWIMMEOWATUS

Class: Actinopterpigi
Order: Laziformes
Family: Malaporkidae

>> **Electrogenic Genotype:**
Zzz (heterozygous excessive)
>> **Desired Phenotype:** Excitable
w/ throughput of 1+ kZap
>> **Notes:** Due to the dominance of the excitabulus allele, many of the specimens are notably listless.
>> The single nucleotide polymorphism contributing to this condition has also, unfortunately, been tied to the emergence of the desired 1+ kZap phenotype. Pending further mutagenic labwork, the specimens will have to be manually encouraged to exercise their electrogenesis.

DcMc

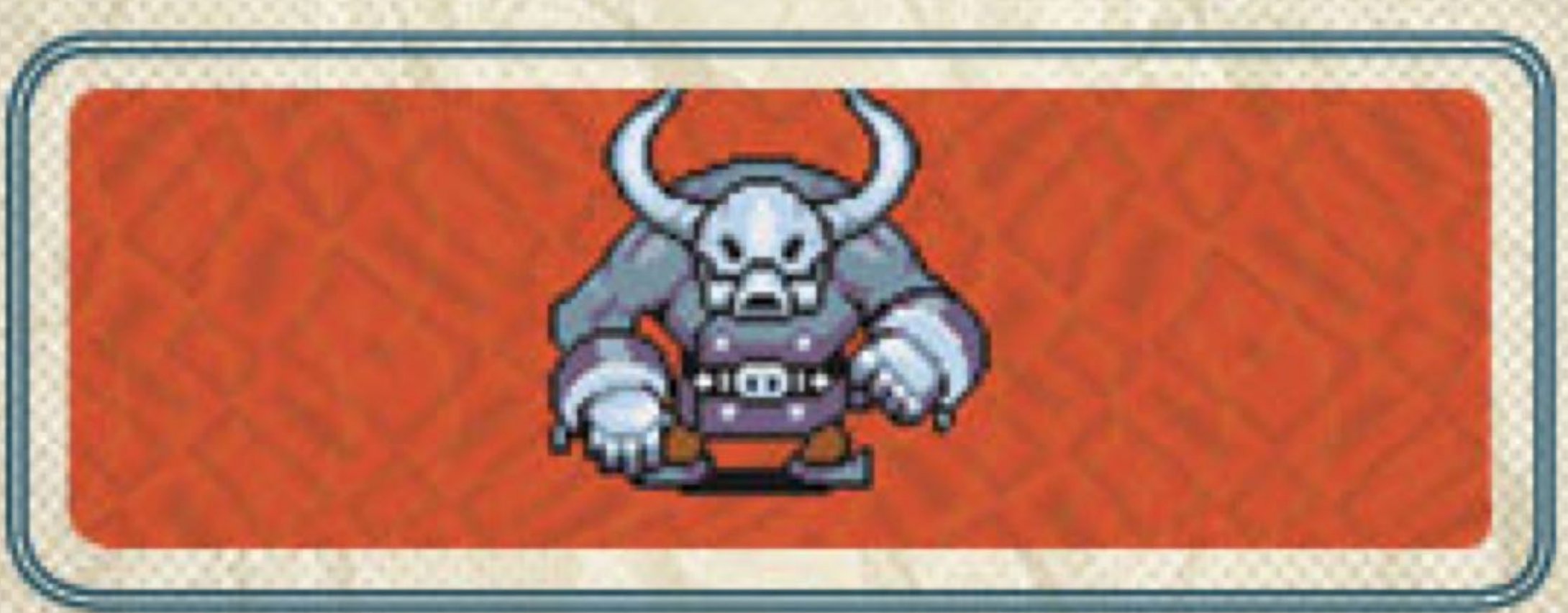
DEVOTION

The Pork Trooper is the biggest DCMC fan in the world. Over the years he has collected tons of rare merch, including limited-edition fan club figurines and posters that aren't even on sale! And, like any self-respecting collector, he's got offsite backups in a secure storage facility.

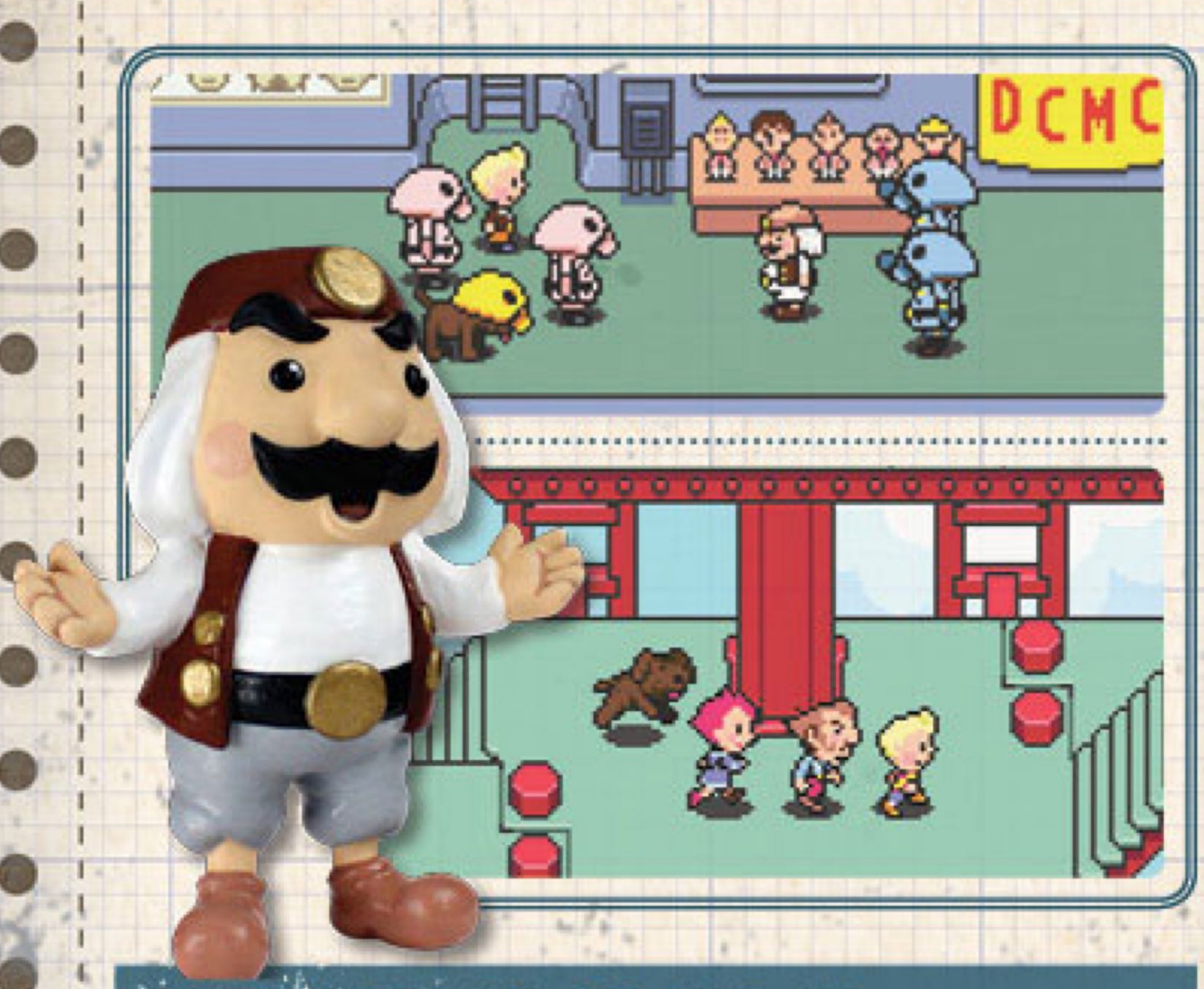
MINI-BOSS

HANDLE WITH CARE:

USE FISTS



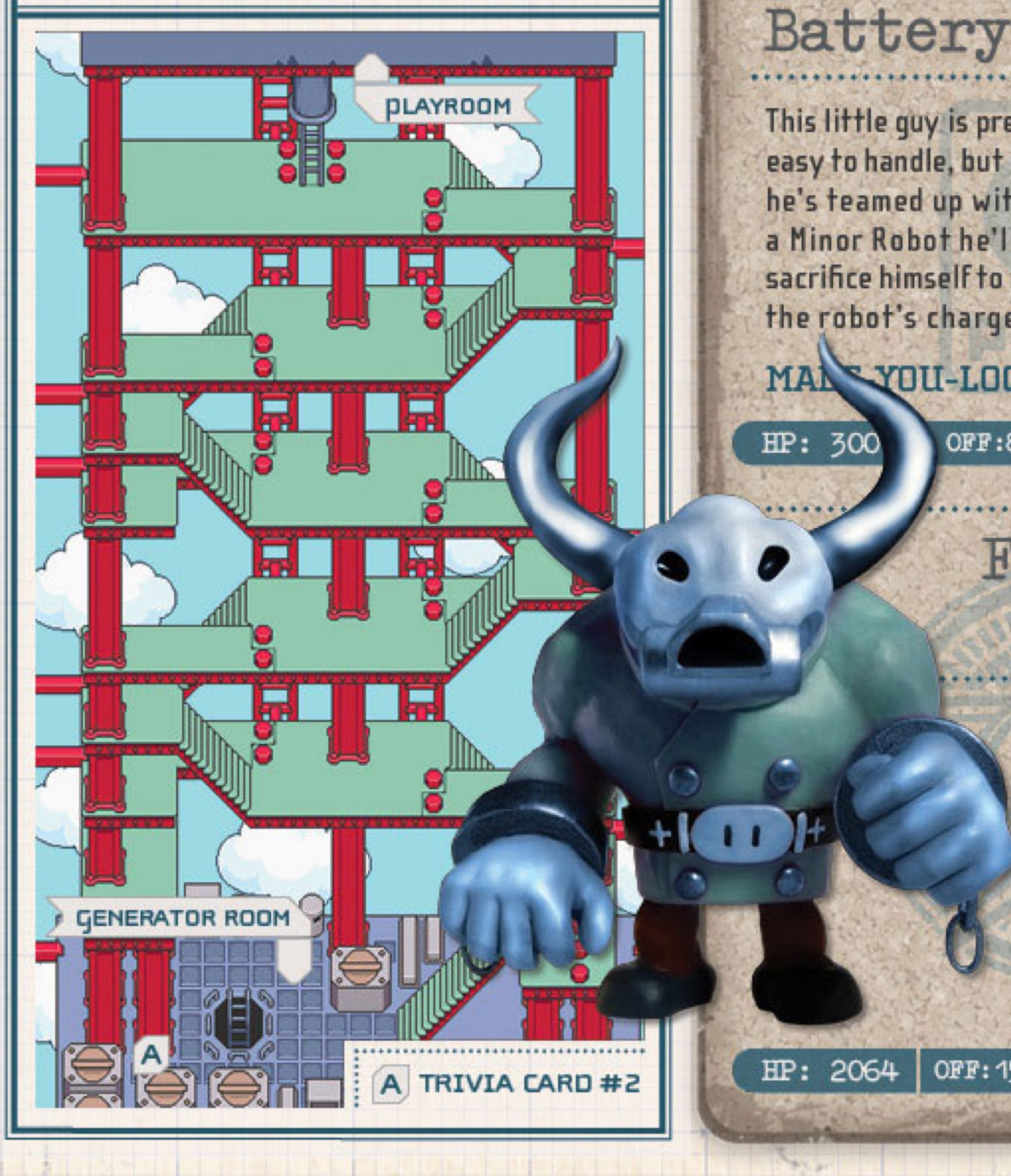
A massive merchandise collection indicates that an obsessed fan lurks nearby. Sure enough, the Fierce Pork Trooper lies in wait, dressed for a fight. Like before, all you really have to do is whip out a DCMC item and you will have no problem taking him down.



NOWHERE TO GO BUT UP

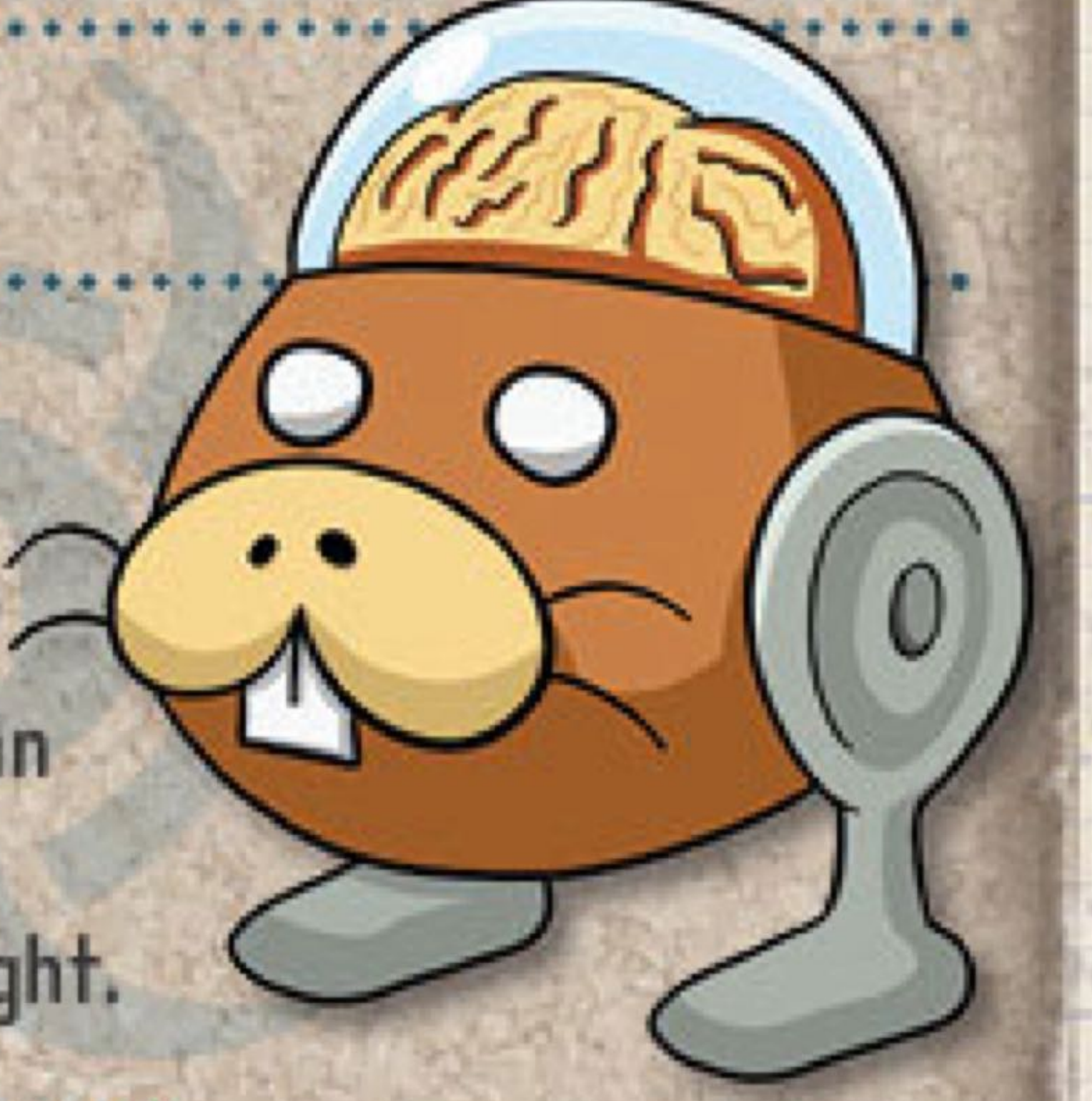
It looks like your cover is blown! Fassad arrives to unmask your deception and convey his vengeful intentions. Fassad and his minions are blocking the escape, so climbing up the tower is your only choice. Might as well get rid of these uniforms since they won't be doing any more good. Run up the many stairs to the top!

TOWER SCAFFOLDING



ENEMIES

Whatever

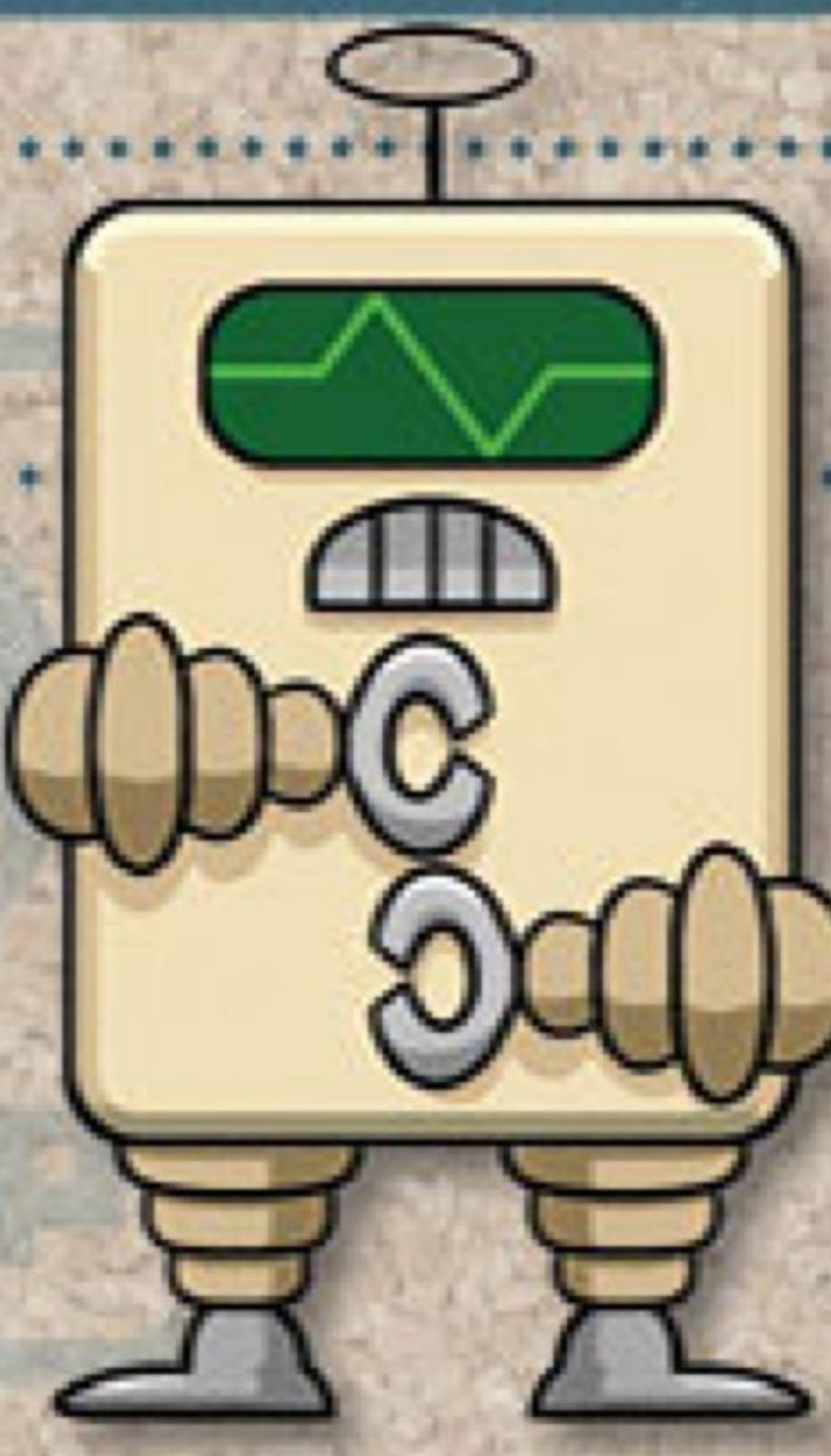


These little guys aren't much of a threat. They'd rather give you a hug than a bruise, and you can even walk up to them without getting into a fight.

MAGIC GELATIN (10%)

HP: 264 | OFF:80 DEF:25 | EXP:98 DP:12

Minor Robot

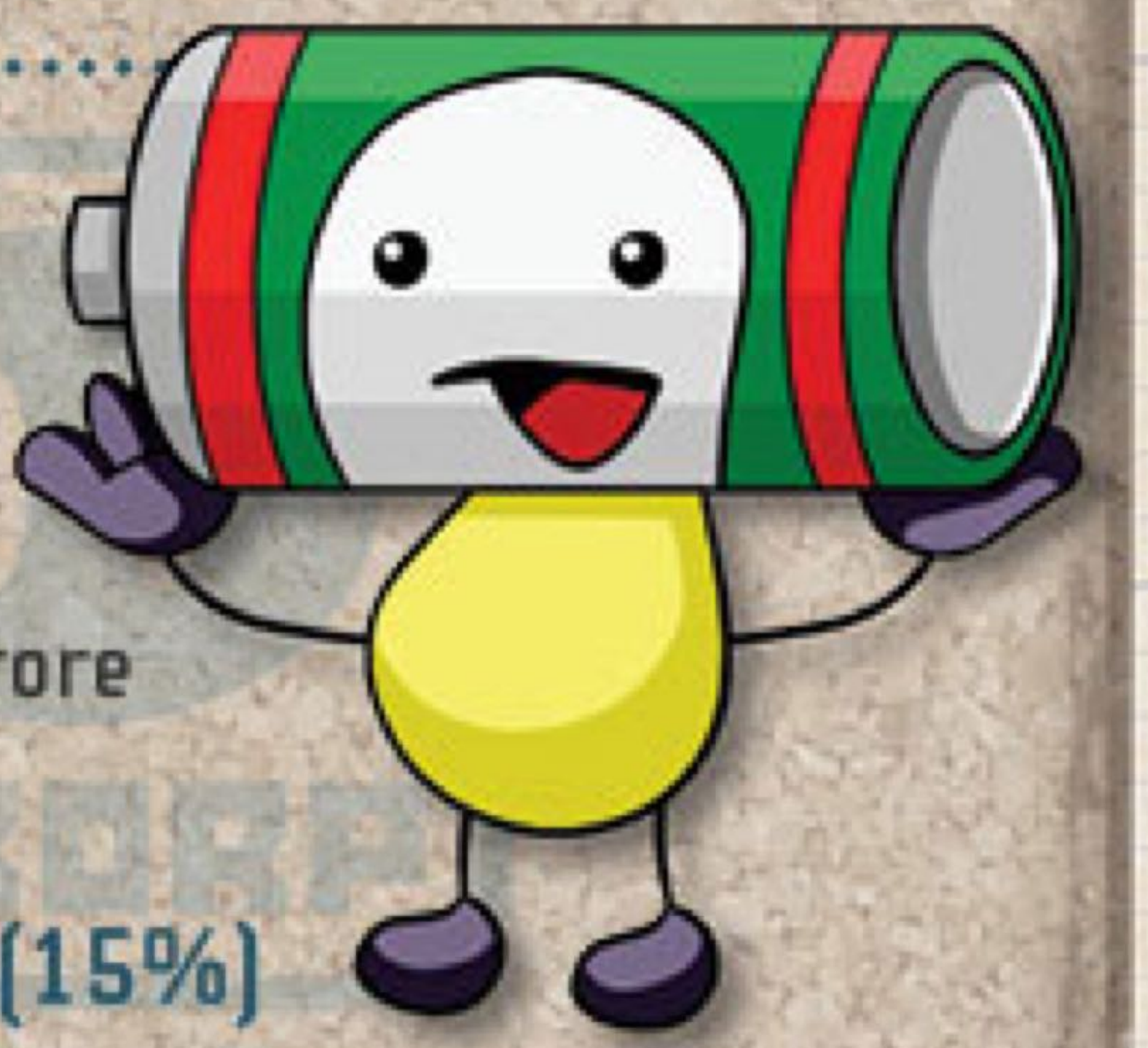


These robots might look minor, but their bombs are not! Take them down with combos before they get the chance. Once their batteries die, they're helpless.

BOMB (3%)

HP: 478 | OFF:98 DEF:38 | EXP:232 DP:60

Battery Man



This little guy is pretty easy to handle, but if he's teamed up with a Minor Robot he'll sacrifice himself to restore the robot's charge!

MAKE-YOU-LOOK (15%)

HP: 300 | OFF:85 DEF:27 | EXP:165 DP:26

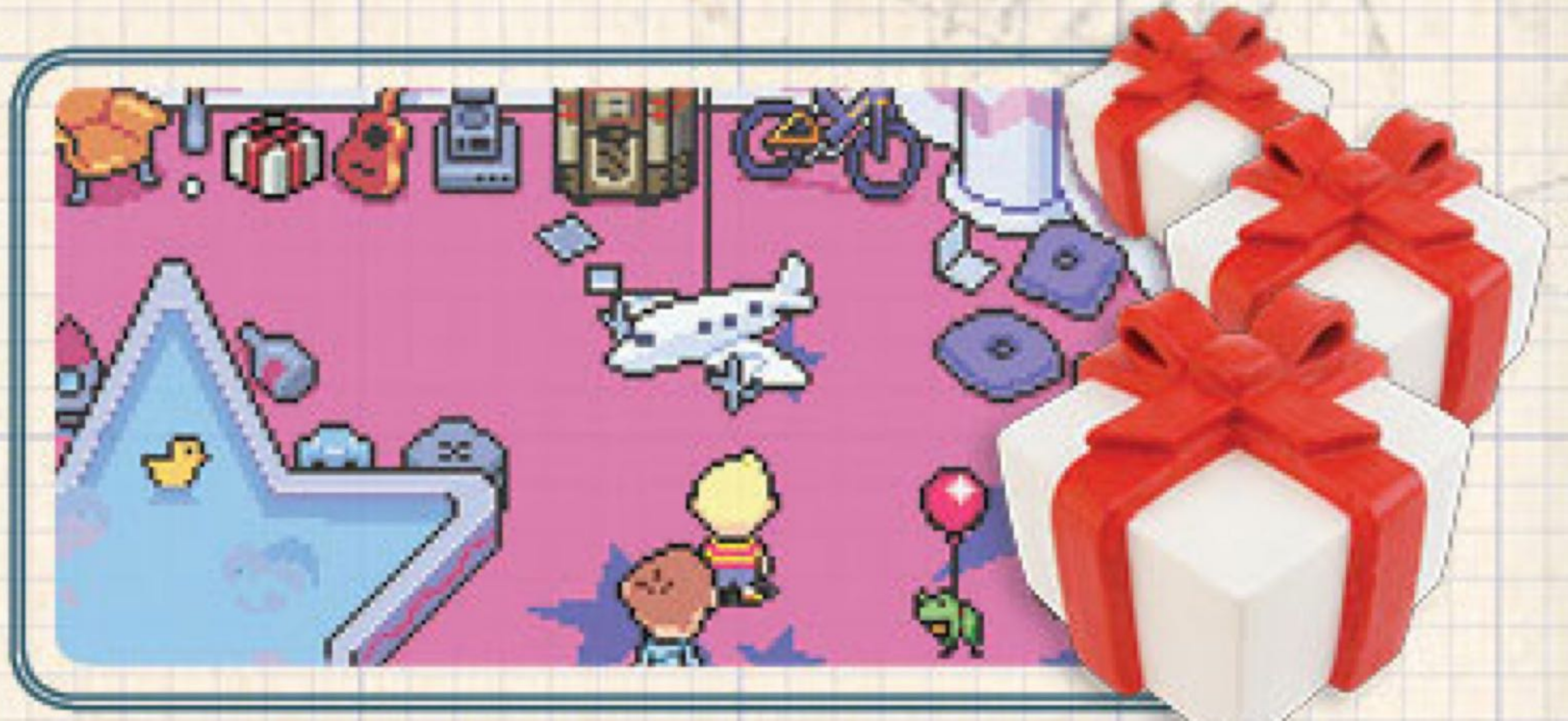
Fierce Pork Trooper

This is the same guy, just tougher thanks to his combat suit. If you don't keep him distracted with merch, get ready to deal with his fists and powerful bum rush. Swag is more than just a good idea—its a necessity.

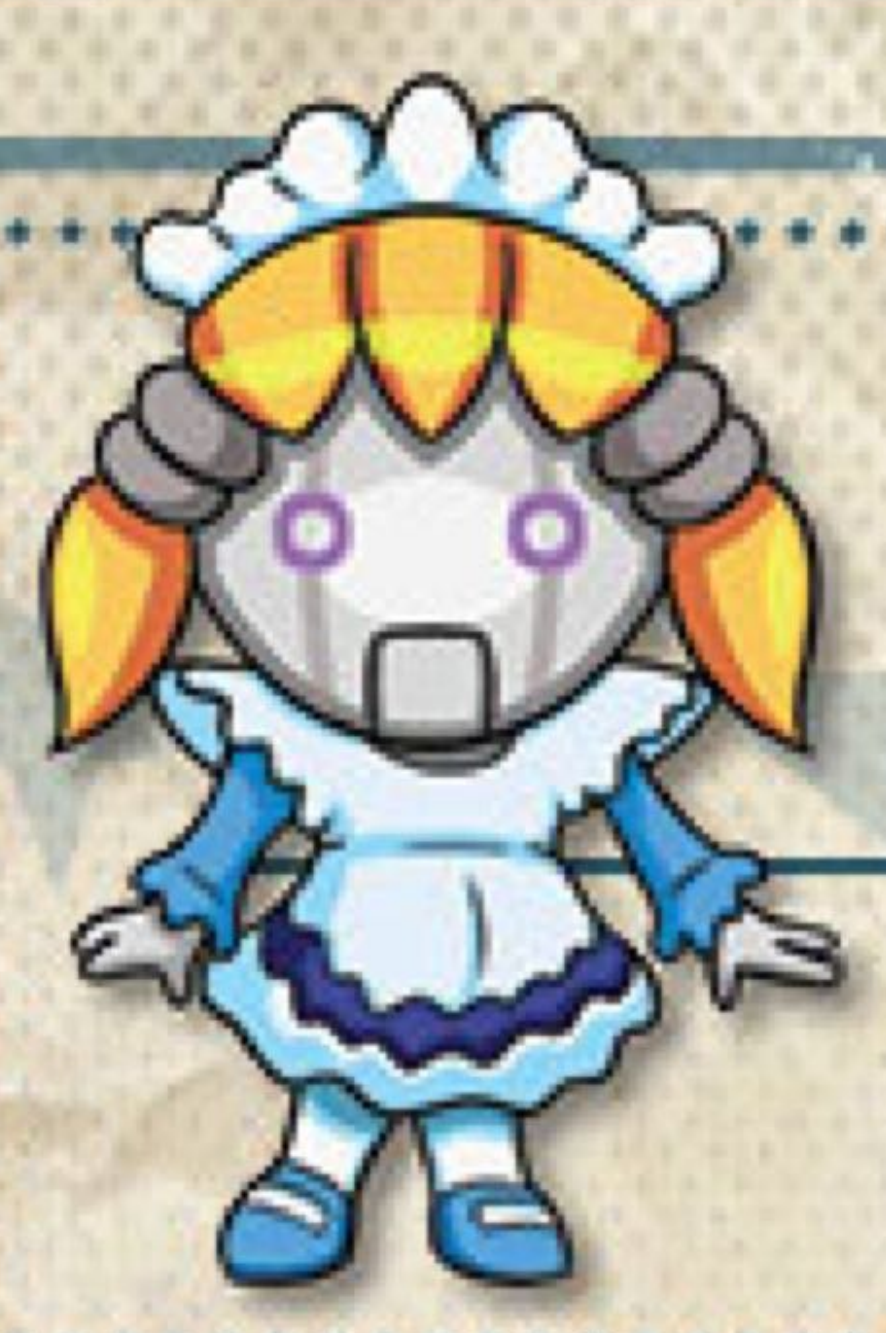
HP: 2064 | OFF:159 DEF:59 | EXP:3286 DP:650

THE PLAYROOM

It would appear that you have come across some kind of majestic playroom—certainly an odd amenity in such a dangerously industrial tower. There is plenty of action packed into this little room, so take your time here.



THE PLAYROOM



LIL' MISS MARSHMALLOW

A robotic playroom maid with a deceptive name.

SURPRISE!

You will find a surprise in the present box next to the guitar. Be warned—if you're not properly leveled up, this could be a very unpleasant surprise.

THE JUKEBOX

This juke box plays some familiar music... Whoever this room was built for, they have a taste for the classics.

DANGER FROG!

Warning! That innocuous-looking balloon frog could cause you some real heartache. Due to an unfortunate design error in the original game, saving with that frog could potentially leave your characters permanently stuck between the Frog and the wall! You should take your chances and keep trucking until the next the Save Frog.

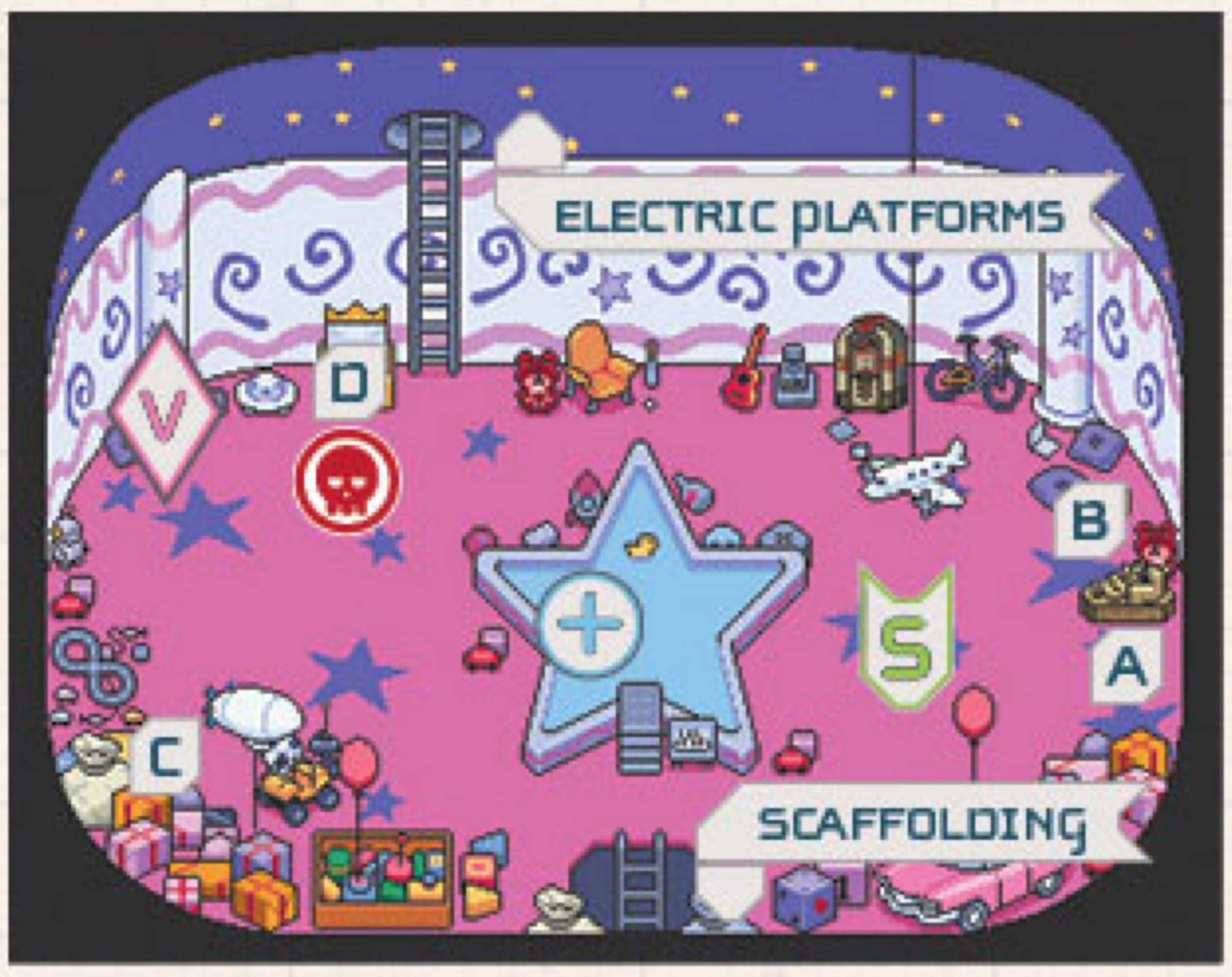
VENDING

Rubber Cape	1200 DP
Cup of Pork Noodles	80 DP
Luxury Banana	500 DP
Anti-Paralysis	14 DP
Paper Fan	12 DP
Eye Drops	10 DP
Secret Herb	600 DP
Pencil Rocket	500 DP
Made-You-Look	5 DP

RUBBER CAPES

In the vending machine you can purchase some Rubber Capes that are strong against lightning. Since you're heading to the top of a tower that shoots lightning, it might be a good idea to invest in two or three of these. If you're low on money, the two major enemies in this room will both cough up some nice cash. Stock up on Pencil Rockets too, if you can afford them!

THE PLAYROOM



A SALTWATER GUN
B MADE-YOU-LOOK
C SECRET HERB
D FRIEND'S YOYO

SIDE-BOSS

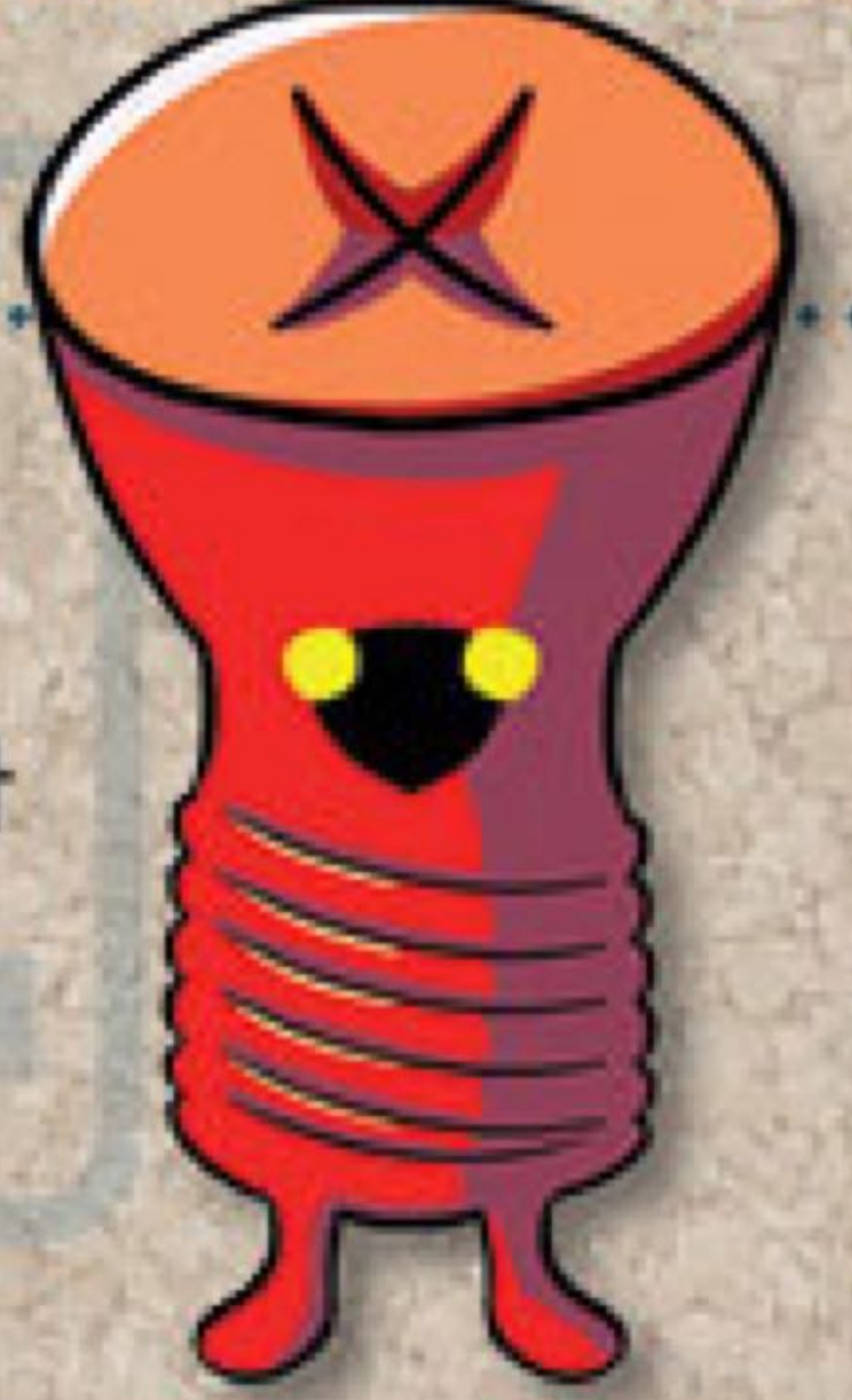
S'MORE FUN

You can try to take the glass-enshrined **Friend's Yo-Yo** near the exit, but you'll have to do battle with the formidable Ms. Marshmallow. Her attacks start out powerful and then become ultra-powerful, so prepare for a long fight.

- *You won't need your Rubber Capes for this battle, so don't equip them yet.*
- *Believe it or not, that knit sweater from Leo can help prevent KOs. Consider giving it to Lucas or Duster.*
- *Stick to the* ***Offense/Defense Down*** *strategy you've used for previous battles! It is especially important because of how long this battle is.*
- *Once Kumatora has diminished Marshmallow's stats, PK Thunder is her best attack.*
- *Feel free to make use of a Saltwater gun or two.*
- *Marshmallow's battle song uses offbeats. Tap along with the beat of the cymbal, not the bassline.*

ENEMIES

Screwloose

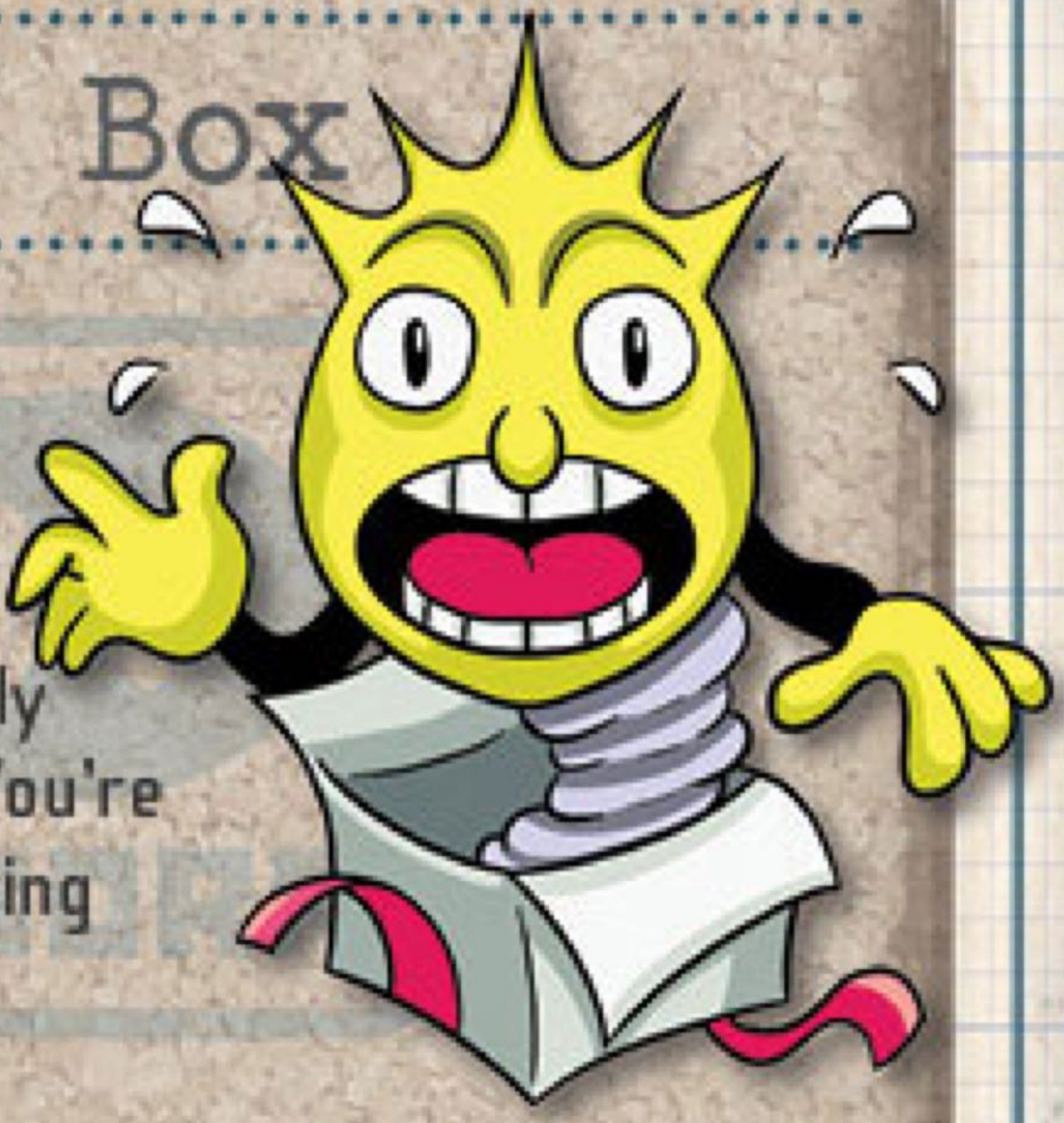


These guys like to call for help, but most of the time their pleas fall on deaf ears. If you dash past them, they usually won't be able to catch you.

FIZZY SODA (10%)

HP: 350 | OFF:85 DEF:35 | EXP:180 DP:40

Surprise Box



WARNING

This little surprise loves to use PK Fire β, an attack that can easily devastate your party. You're in a room with a hot spring and a vending machine, so don't hold back.

HP: 777 | OFF:80 DEF:40 | EXP:932 DP:777

Lil' Miss Marshmallow

SIDE-BOSS

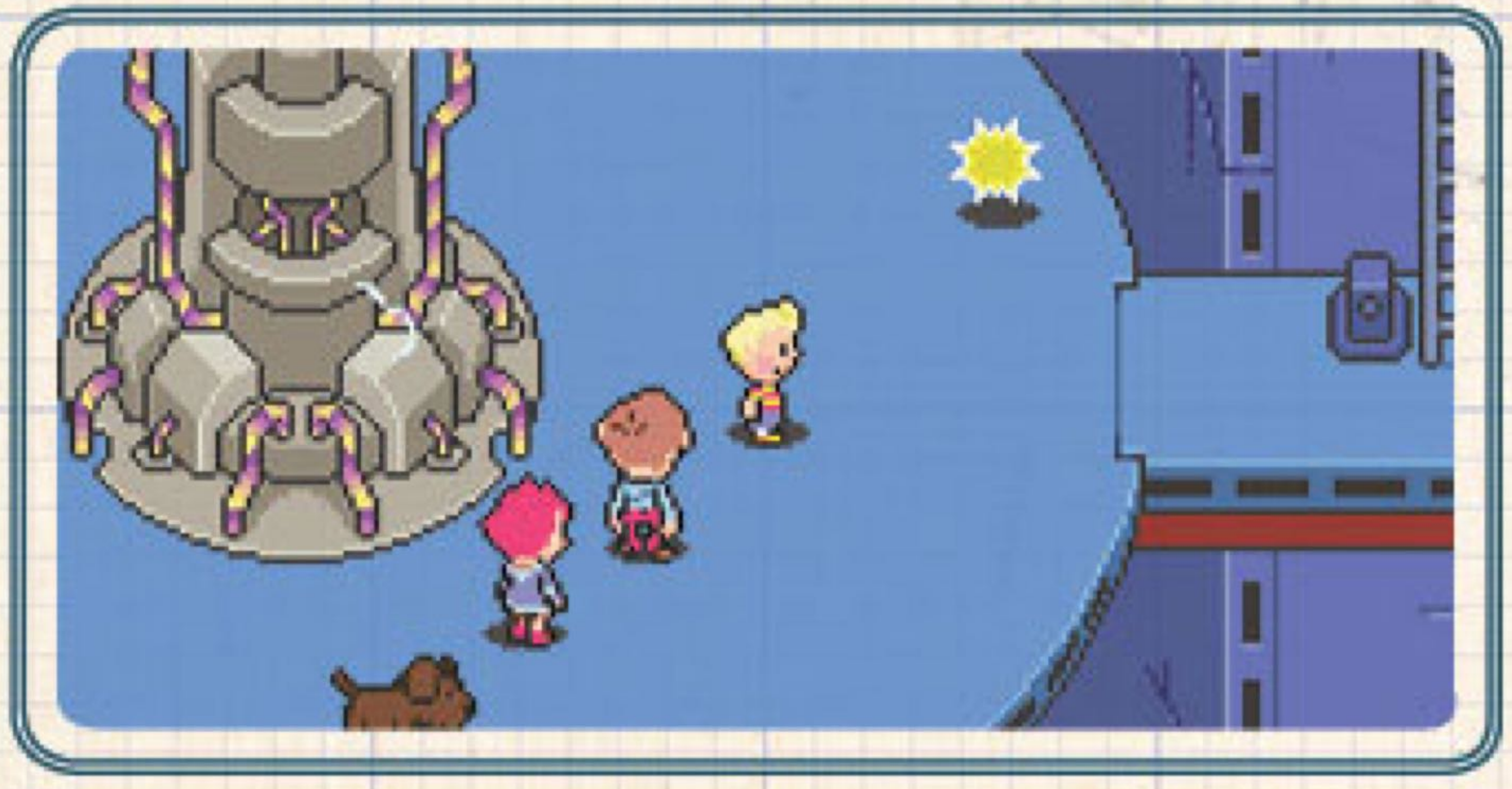
The kid gloves are off! This metal maid's insane HP and Offense stats belie her kindly steel exterior, and "insane" won't be the half of it once you really make her mad.

HP: 2300 | OFF:110 DEF:46 | EXP:2864 DP:824

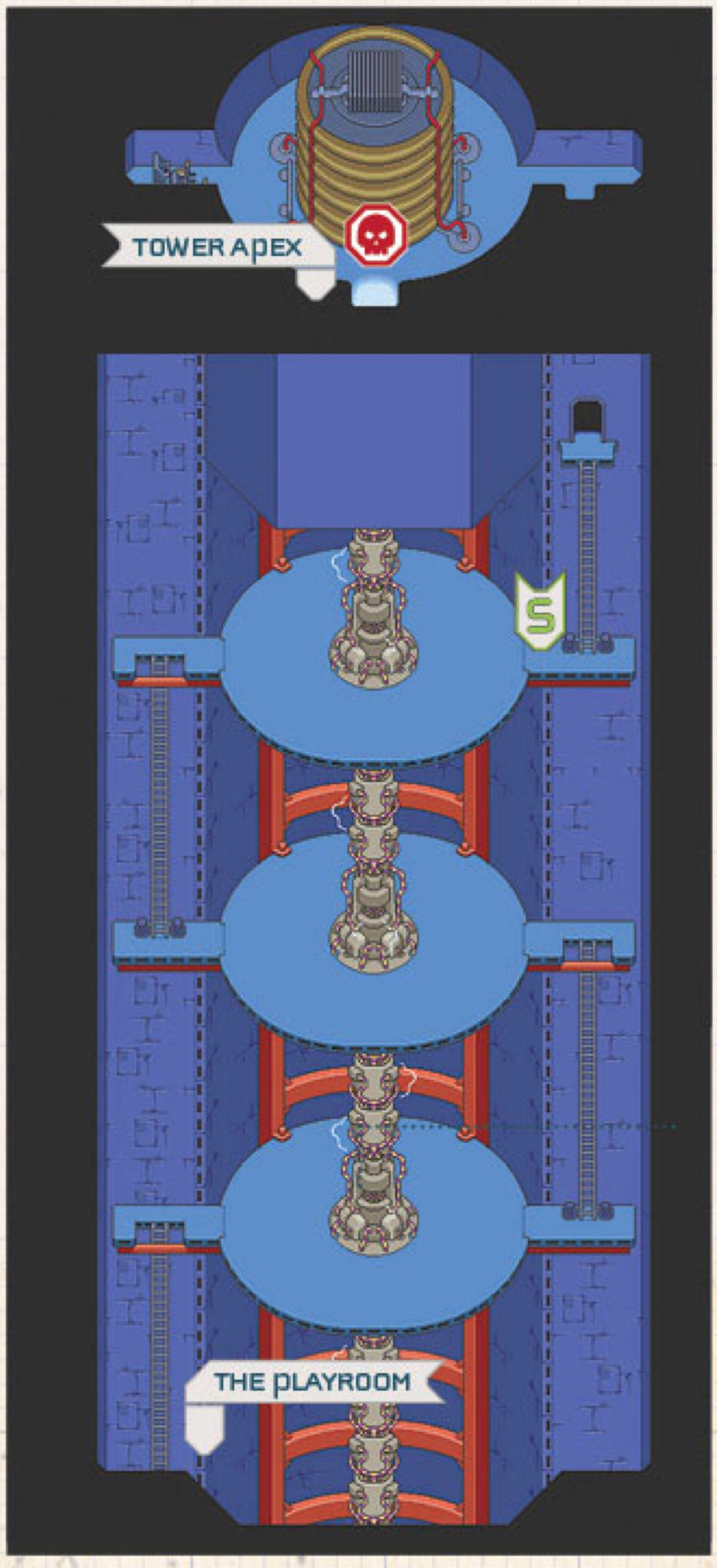
For your trouble you'll get the **Friend's Yo-Yo** which Lucas, Duster, and Kumatora can all use. Wonder who it used to belong to?

IN NEED OF REPAIR

It looks like this part of the tower could use some repair work. These machines let off sparks which can actually attack you! Make sure you equip your Rubber Capes before you go dashing around.

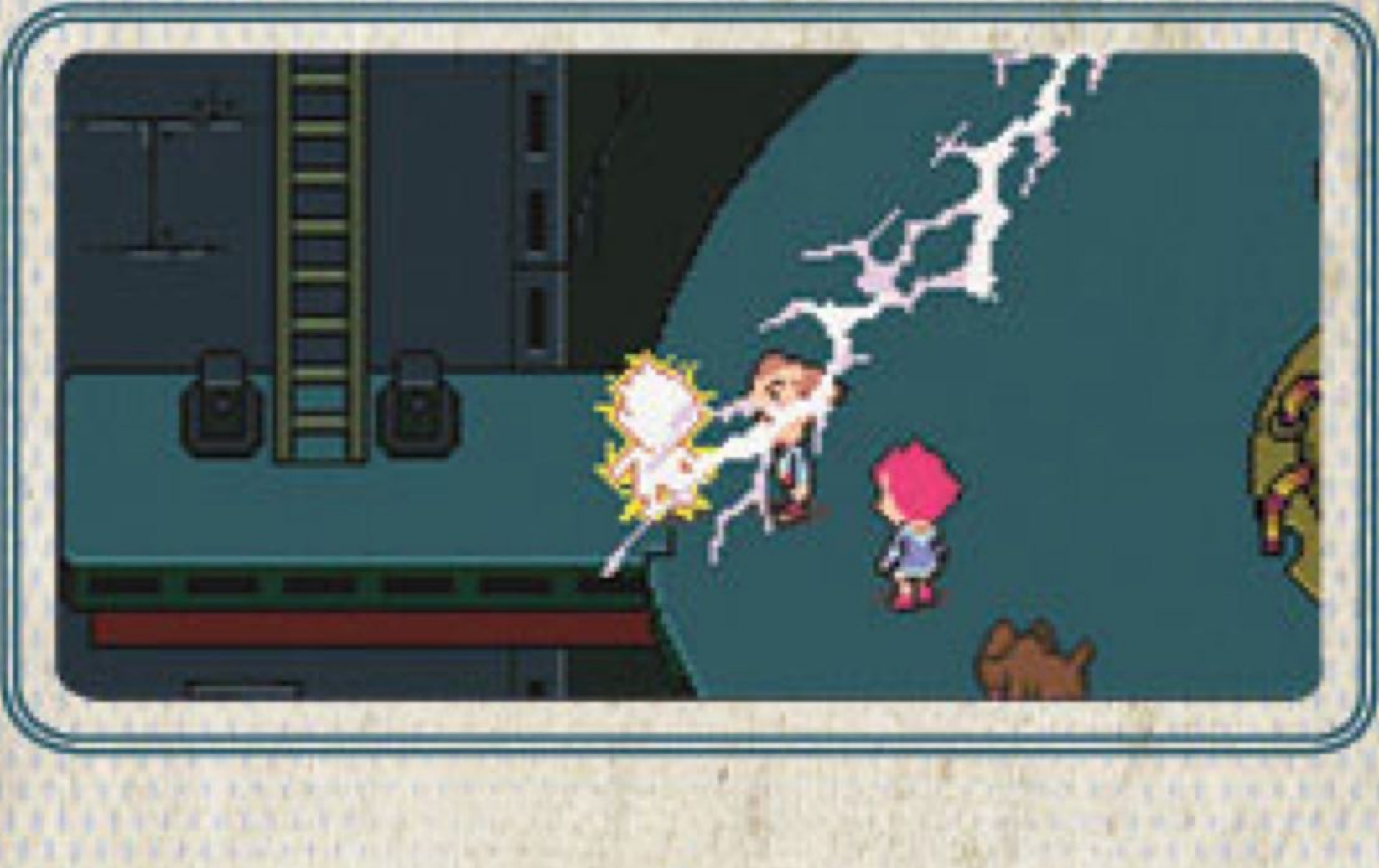


ELECTRIC PLATFORMS



SHOCKING

EXPERIENCE



As you prepare to climb to the third level, Lucas gets struck by a stray bolt of lightning. Not only does he survive, he learns PK Flash! The sign didn't say anything about that.

SHEEPISH

If you're a little nervous about running in front of the giant conductive coil, consider running behind it. You'll get a chance to meet the unexpectedly-meek guy with his finger on the trigger.

RECHARGE

With danger looming on all sides and an uncertain fate atop the tower, it's time to prepare for a showdown! Give Boney the saltwater guns, heal your party, and get ready for 1.21 gigawatts of fun!

CHP. BOSS

SECURE THIS

As you walk through the generator room, you'll be stopped by a loud siren. Mr. Genetor, the security system robot, has spotted you!

While he's charged up, it's dangerous to hit Genetor directly-- not only will you find yourself unable to combo, but you'll receive an electric shock in return! Use the following attacks/items while he's up:

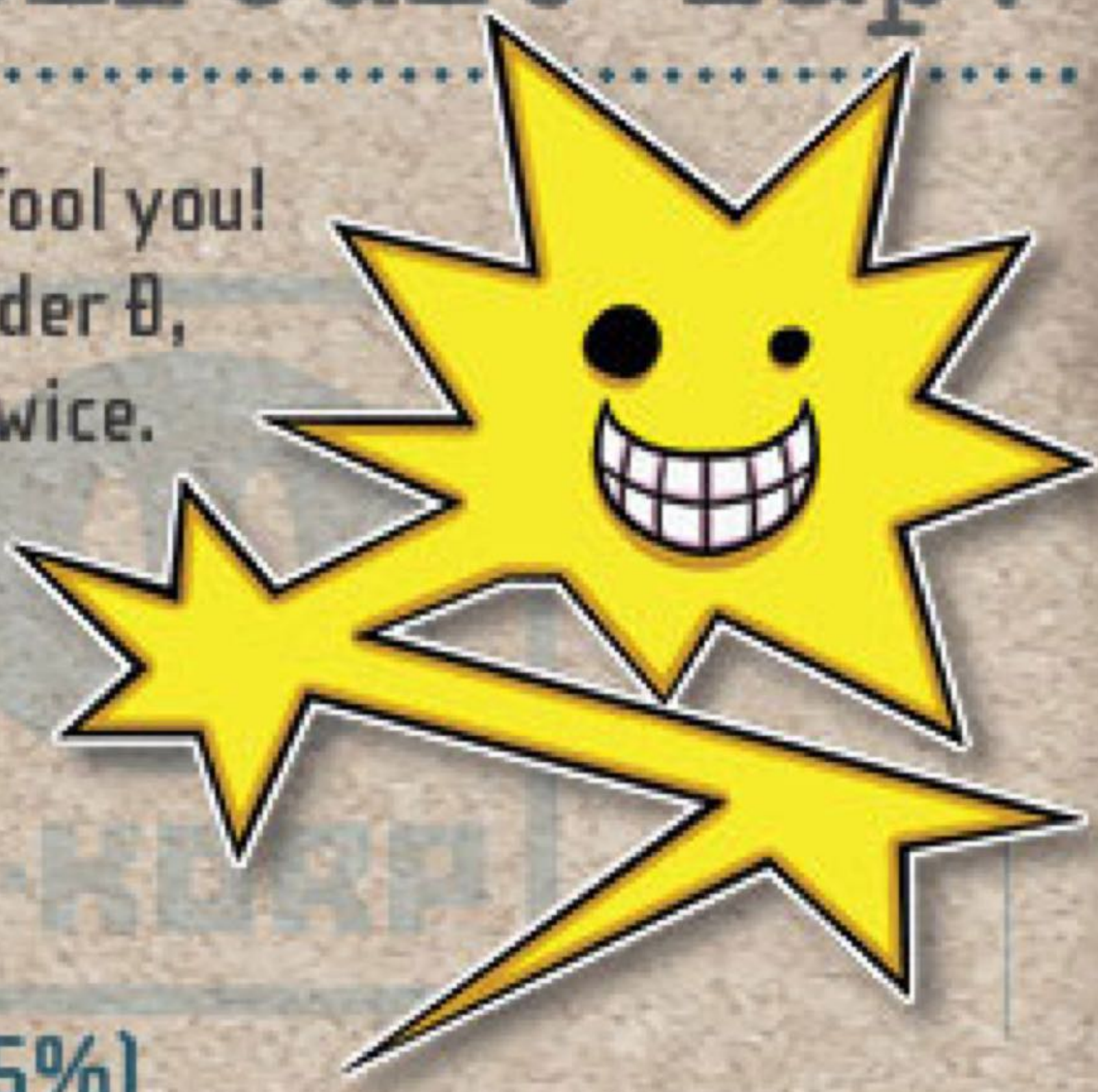
- >> *Lucas's PK special*
- >> *Scary Mask*
- >> *Smoke Bomb*
- >> *PK Freeze*
- >> *Offense/Defense Down*
- >> *Saltwater Guns*
- >> *Explosives*

After he ***stores electricity***, Genetor's next attack will knock himself (and any of your party members not wearing Rubber Coats) out of commission with a massive ***Discharge Zap*** attack. Heal up and start wailing on him with everything you've got as soon as he's down.

Eventually his generator will break, leaving him unable to defend or attack. Now's your chance for a full-on offensive!

ENEMIES

Short Circuit Zap!



Don't let his smile fool you! He can use PK Thunder 0, which can hit you twice. He can also use PK Flash, which can hit everyone with a status ailment -- or worse!

MAGIC TART (5%)

HP: 300 | OFF:88 DEF:36 | EXP:265 DP:84

Mr. Genetor

CHAPTER BOSS

This mechanical monster likes to use a wide variety of physical and electrical attacks that can hit one or more of your party. If you physically attack him while he's charged, he'll counter with a small shock!

HP: 3333 | OFF:120 DEF:55 | EXP:4389 DP:840

NOWHERE TO GO BUT DOWN

Fassad finally "corners" you atop the Thunder Tower and announces his masterstroke: he plans to simultaneously eliminate the now-defunct Thunder Tower and take your party down with it. He falls victim to his own potassium-rich hubris, though, eliciting a brief flash of shock from Kumatora. With some help from Rope Snake the gang hijacks Fassad's ride, only to come face-to-face with a heartless masked man.

CHAPTER NO. 05

Lucas and his friends stare
down a massive, industrial enemy.
Common sense dictates that
they have no chance of success,
but even when the odds are
astronomical, a glimmer of hope
still remains.

Will this team of friends find
themselves separated once again?
As they fall from the flying ship,
a youthful, heartless, masked man
stares back at them.

CHAPTER

No. 6

SUNFLOWER FIELDS

CHAPTER no 7

THE SEVEN NEEDLES

CHAPTER

no 7

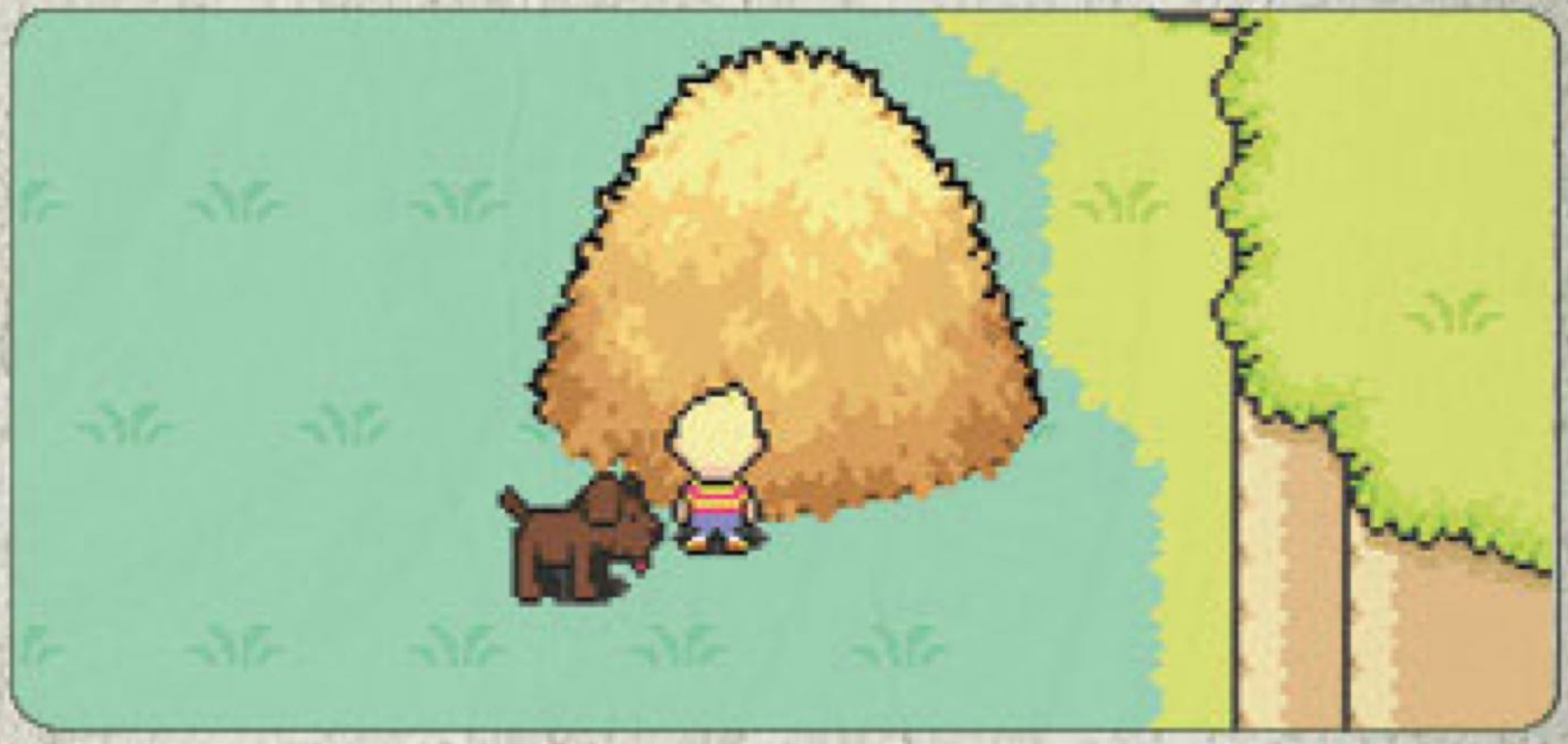
PART I

NEW DIRECTION

The Masked Man and the Pigmasks are planning something big enough that they couldn't risk any kind of interference. What could they be up to, and what happened to Duster and Kumatora?

HAY IS FOR HORSES & RESCUE

Wess and Alec's impromptu haystacking session is interrupted when Lucas and Boney hurtle from the sky, their falls cushioned by the massive bales. They wake up in the retirement home as Alec discusses the dream which prompted his haystack.

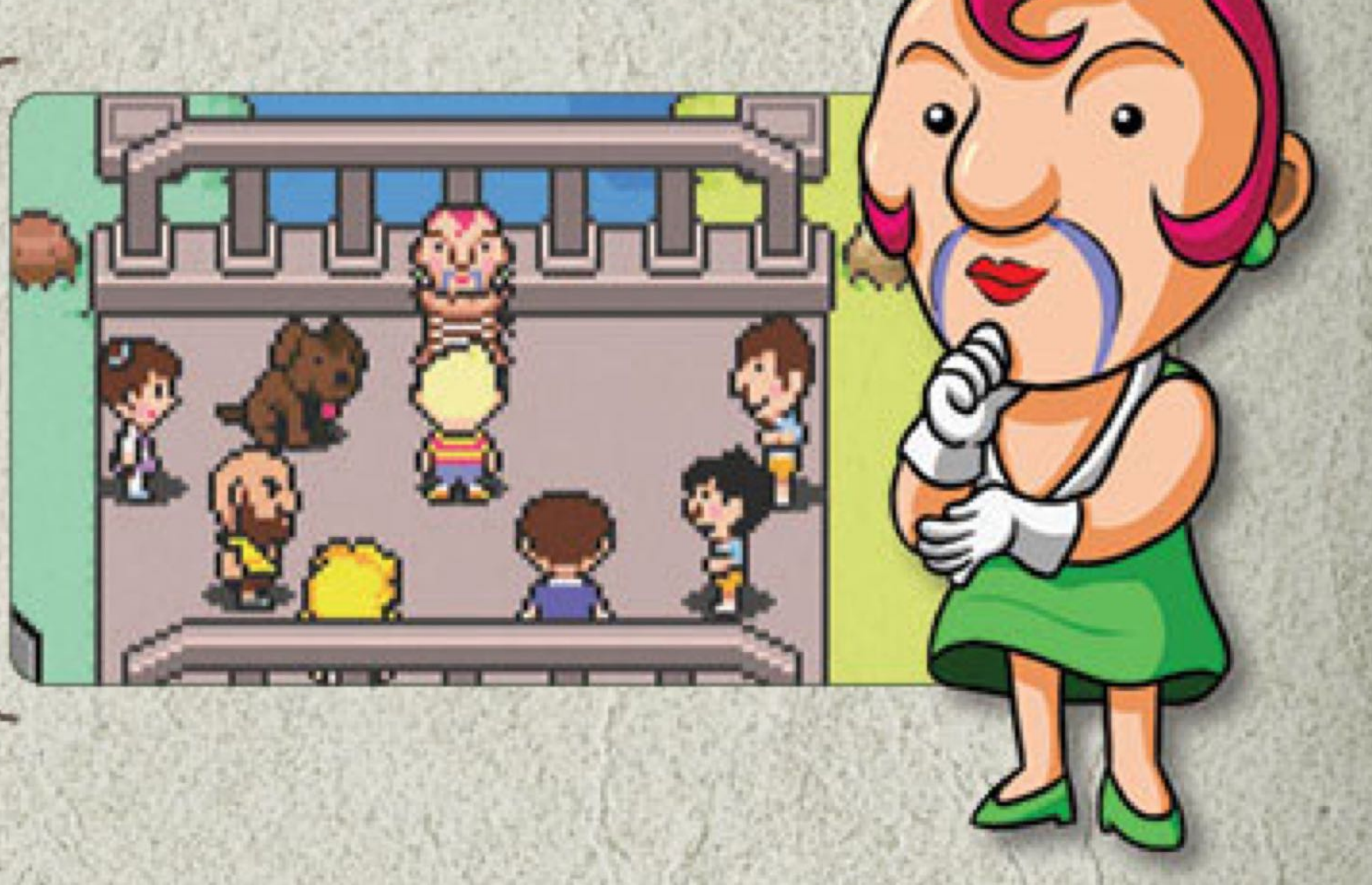


WHERE TO?

As you leave the retirement home, Alec asks about Duster and mentions that his Magypsy friends may be able to help you out.

A STRANGER IN OUR MIDST

There's a commotion on the bridge outside the retirement home. Ionia, the strange being who helped you learn PSI, has been bound and gagged and the townspeople are too freaked out to help. Spitting out the gag, she explains that she was attacked and is concerned about Aeolia—time to go upriver!



Legend of the

DOORKNOB

Head East Young Doorknob

Doorknob rolled toward the station door, bidding a final farewell to his partner, the last man on the force. The department had undergone a massive "restructuring" provoked by the unprecedented growth of an adjacent precinct, and Doorknob had unexpectedly gotten his wish: his walking papers. He had hardly gotten out the door when he was plucked from the earth—surely an opportunistic ex-con seeking revenge—and violently catapulted heavenward, into the east.

BACK IN TOWN!

You can take the rowing team up on their offer to head straight to Aeolia's "house," but it won't hurt to see what's new around town first. You're sure to get some looks for having a tied up Magypsy bouncing in tow behind you—even Mapson is thrown off guard!

OH, THAT OLD THING?

If you've got that horrifying Knit Sweater, you might get a kick out of taking it to the scenic spot near the beach. There's a pretty lady there who seems like Leo-Leo's type...

NEW PORK CITY

Glamorous, Modern, & Expensive

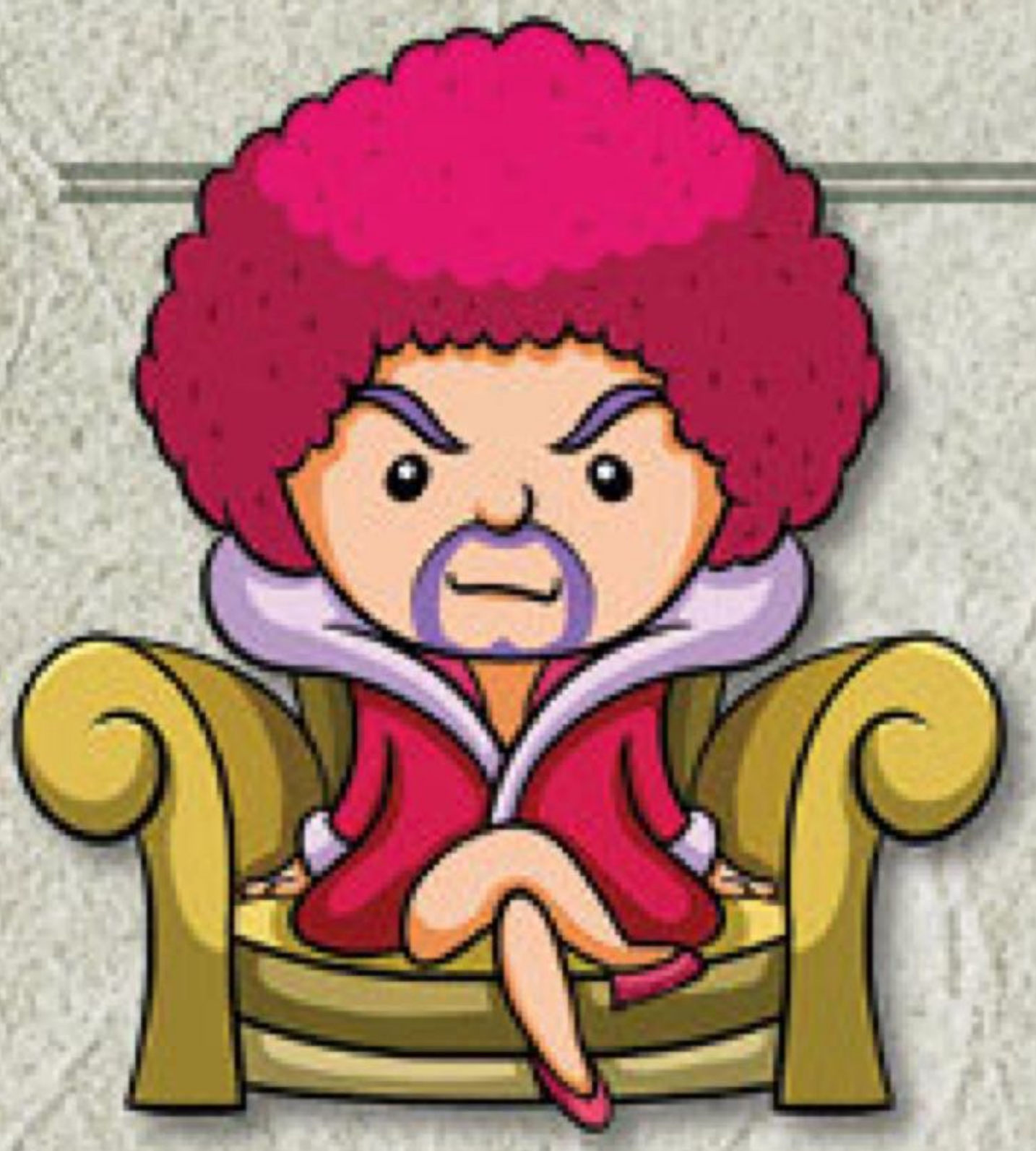
Tired of the boring country life? Want to experience the lights, the excitement, and the fun of the big city? Come to New Pork City today! Worried about leaving family and friends behind? Take the first step and the weaker citizens will follow in your wake, guaranteed! Nobody can resist the call of the big city – nobody.

SIGN UP NOW

Biff Isaac
butch MATT
~~Nichol :)~~

A BOAT TRIP

Paddel and Rowe finally have a real boat and they are really itching to use it. They're more than willing to give you a lift upstream. Why buy a boat and not use it, you know? You can still go the long way through the woods if you like, but these boys will save you a lot of time.



Aeolia

A calm, practical sort of Magypsy with a taste for rose hip tea, Aeolia guards the Needle in Osohe's courtyard. She hosts an occasional Magypsy tea party, and her hot-pink 'fro makes her stand out from the other Magypsies—relatively, at least.

FORESHADOWING LIGHTS!

As Ionia finishes straightening herself out and putting her face on, the ground begins to shake and the sun is blotted out by dark clouds... What happened? And what's wrong with Aeolia?

A MAGYPSY TRICK

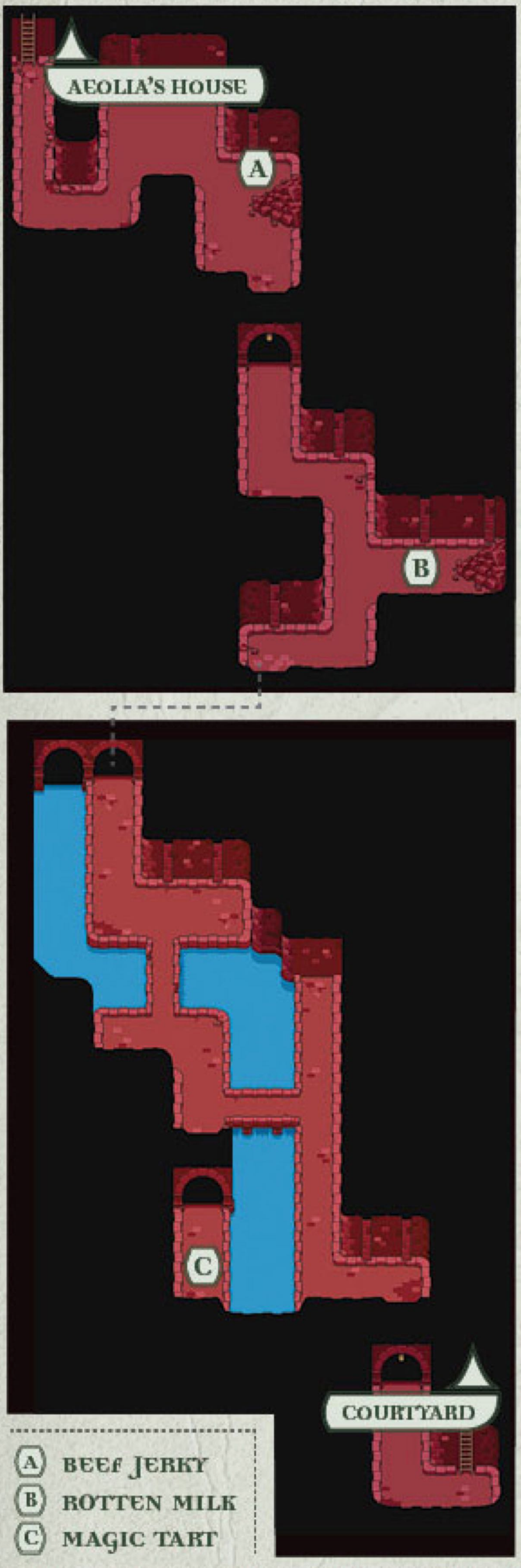
Aeolia reveals a passage to Osohe castle that will lead you to the needle that she is bound to.

The Practical

MAGYPSY'S MEMENTO

After Aeolia announces that her Needle has been removed, she asks you to investigate and... disappears? She leaves behind an invaluable memento (a razor and lipstick) which will automatically revive the character who carries it if they're struck unconscious during battle.

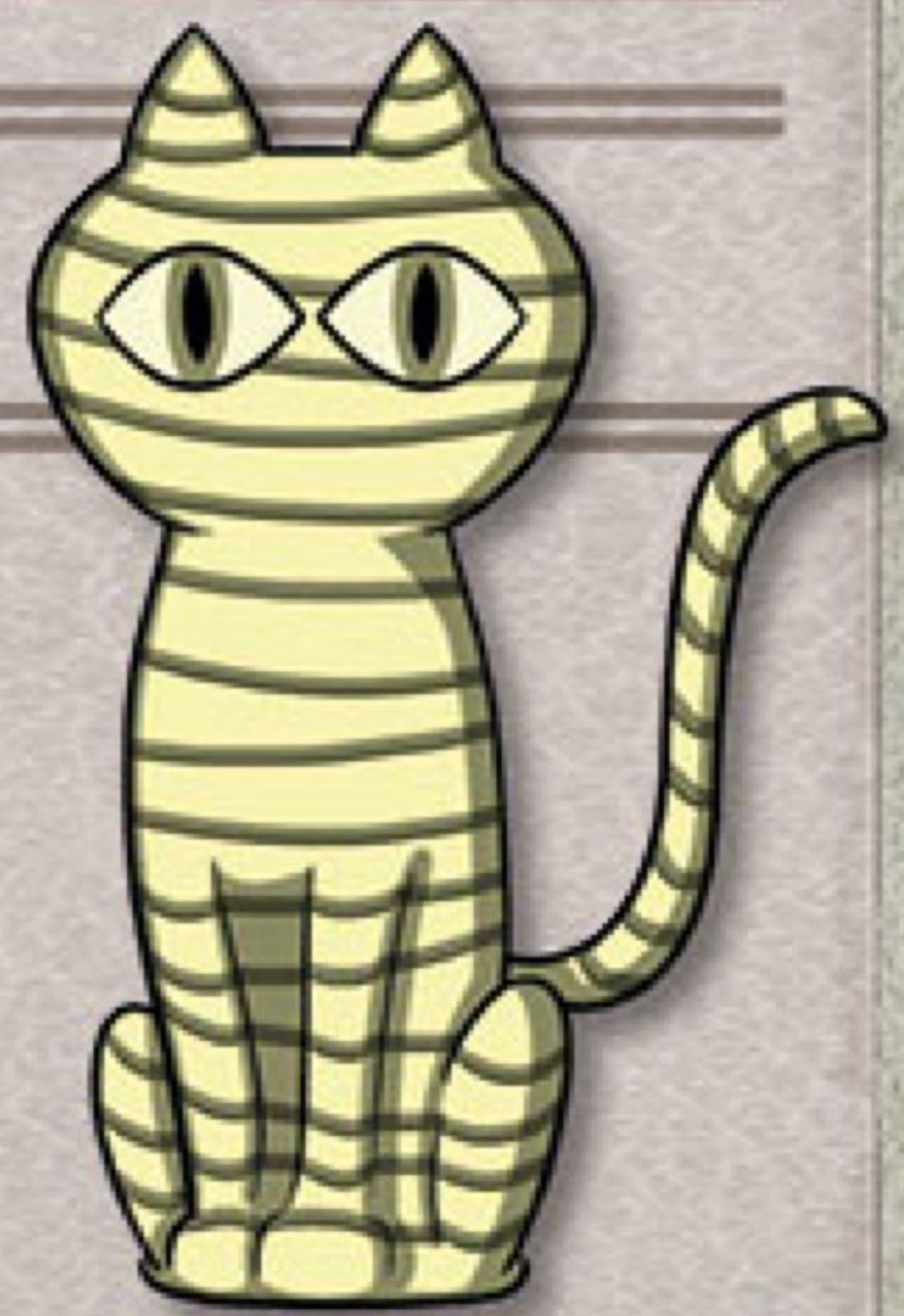
OSOHE CATACOMBS



- Ⓐ BEEF JERKY
- Ⓑ ROTTEN MILK
- Ⓒ MAGIC TART

ENEMIES

CLEOCATRA

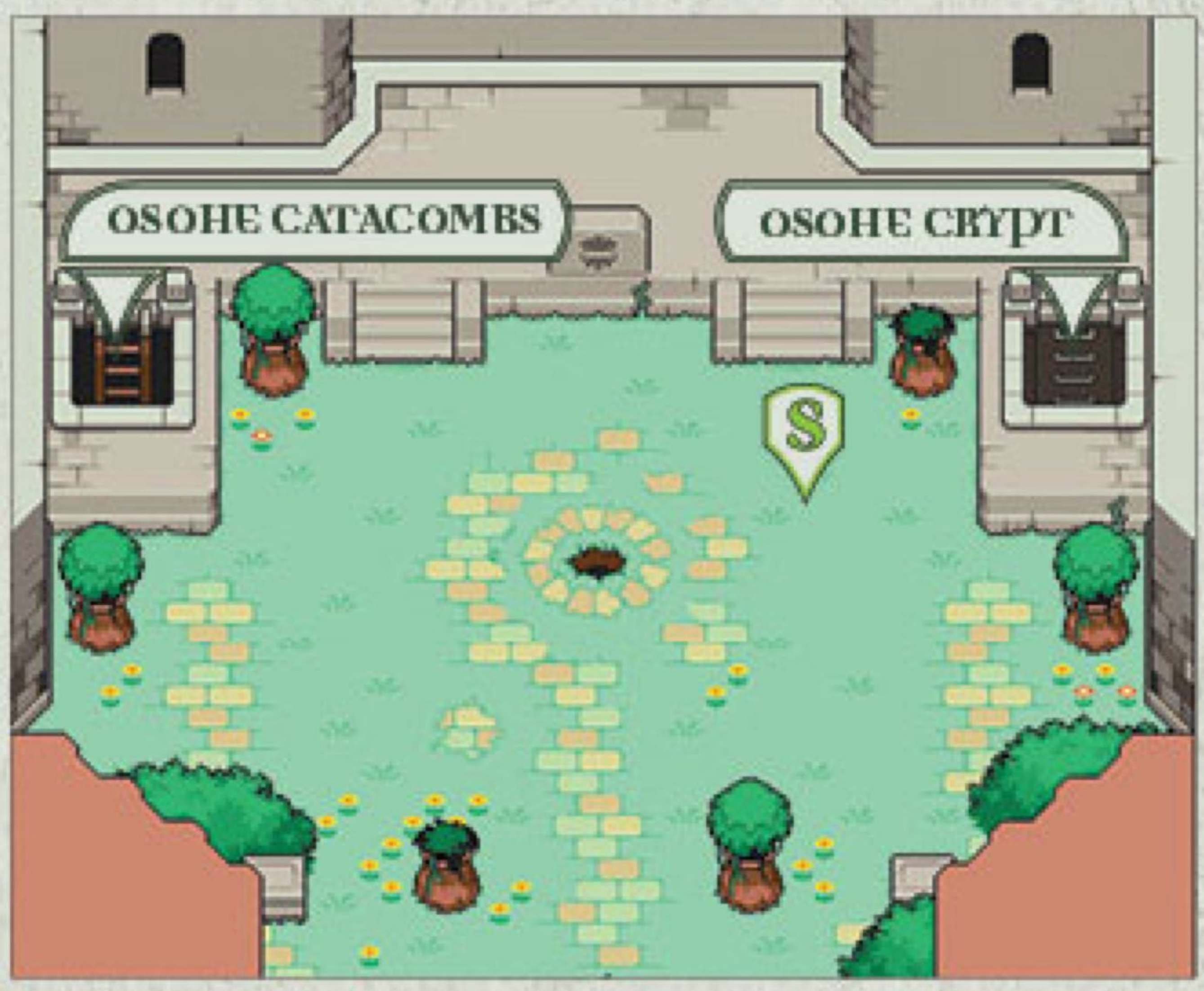


This pretty kitty is well-preserved and will use Lifeup β to stay that way. They can be troublesome in packs, so focus on one at a time.

SECRET HERB (10%)

HP: 312 | OFF:89 DEF:36 | EXP:285 DP:45

OSOHE COURTYARD

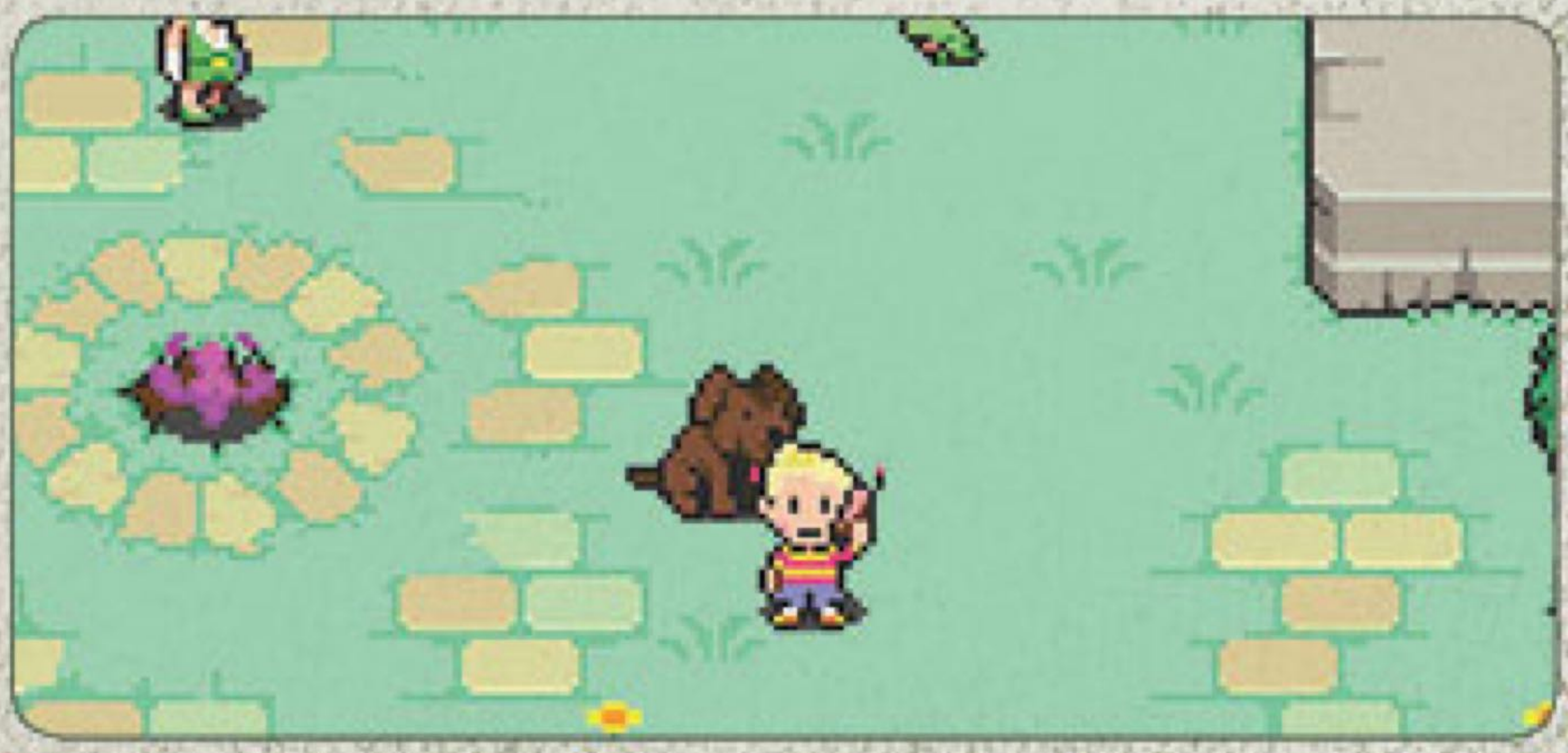


WHO PULLED THE PLUG?

In the center of the courtyard lies a gaping hole where that mysterious "Needle" previously protruded. Just as Aeolia said, it's been taken! ...But by whom? Ionia muses about the possibility of a heartless person.

LOST & FOUND

Someone dropped their transceiver in the courtyard. Answering it, Lucas learns that getting to the next Needle involves the Chimera Lab and... monkeys? The guy on the other end doesn't elaborate, but he gives you directions to the Chimera Lab.



LEDER'S BELL

From time to time during your adventure you may find yourself suddenly entranced by some dulcet tones. Your nerves calm as a little tune fills your head, reminding you of home. For some reason, it sounds an awful lot like the bell that old Leder (who is still mysteriously absent...) used to ring. Stop to evaluate your progress and, if you're feeling tired, maybe find a place to relax and take a break. Take off your shoes, save your game, brush your teeth, do your business, and hit the hay. You have earned it, and your dad won't have to be so worried!

The Needles

The Nowhere Islands are protected by an immeasurable power which rests beneath them: The Dragon. It is the size of all the islands combined, a dark, massive, dormant beast whose limitless power cannot be controlled. For that reason, a race of ancient Magypsies lodged seven "Needles" (one per Magypsy) into the Dragon, forcing it to sleep.

Since then, the Magypsies have been tasked with guarding the Needles. There are stories of a "chosen one" capable of pulling the Needles, someone capable of using a special PK power that not even the Magypsies can use. This person will come in a time of crisis to wake the Dragon by pulling the Needles, and the Dragon will obey the wishes of their heart, whether good or evil, even if it leads to the destruction of the world.

When a Needle is pulled, the Magypsy tasked with guarding it ceases to exist. It is not death, but simply the end of a nearly ageless existence. How romantic!

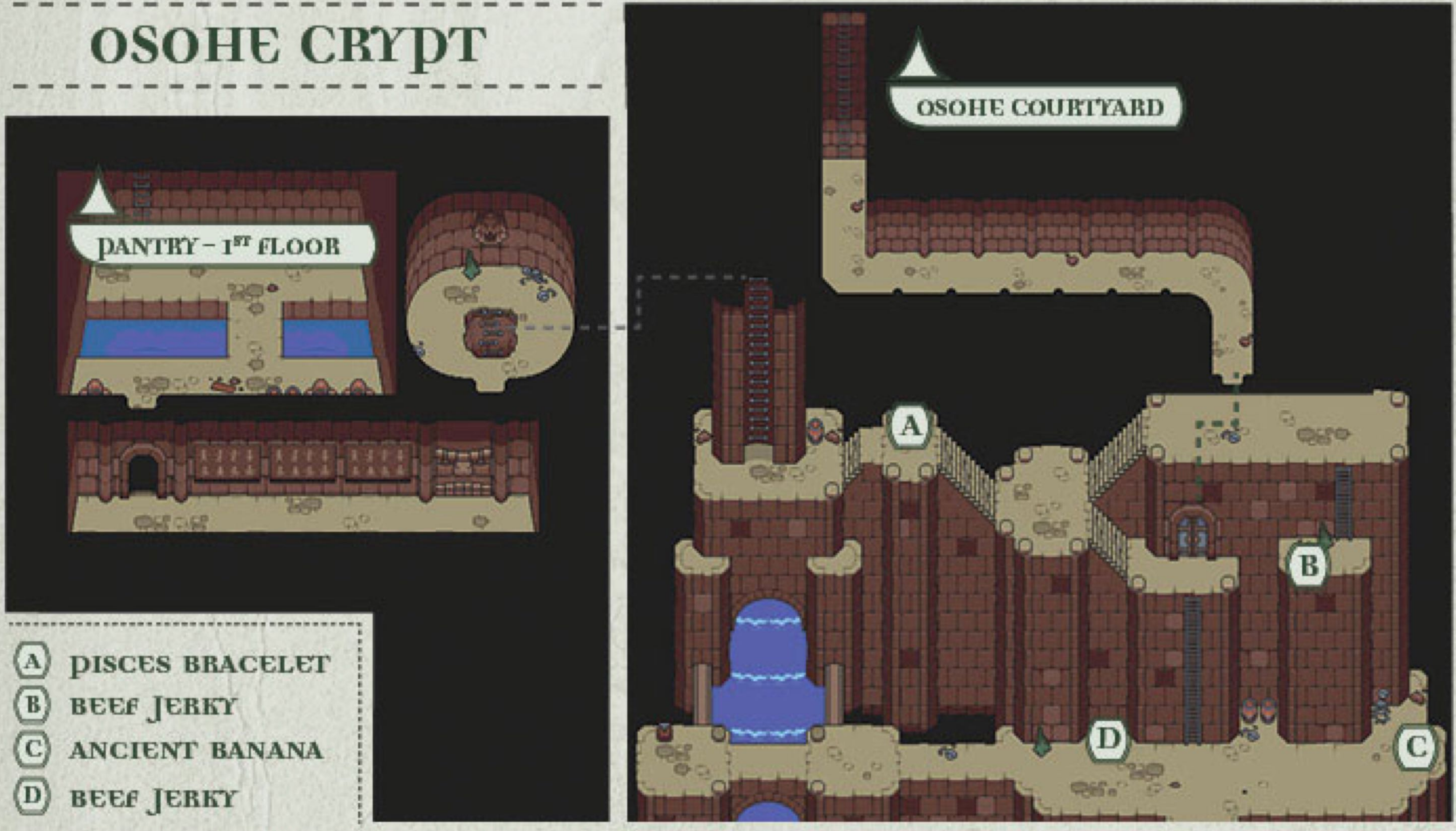
CHAPTER no 7

PART II

THE CHIMERA LAB

Following his stunning revelation, Ionia (literally) takes off as Lucas and Boney prepare for the race of their life. Can they reach the needles first? Do they even stand a chance? Lucas must hurry to the Chimera Lab!

OSOHE CRYPT



Ⓐ	PISCES BRACELET
Ⓑ	BEEF JERKY
Ⓒ	ANCIENT BANANA
Ⓓ	BEEF JERKY

OSOHE CASTLE EXPOSED!

After taking the secret passage from the courtyard, you arrive in the underground passage to Osohe's waterway. Now that you've completely explored every crevice of Osohe Castle, it's just a boring old castle with no secrets—or parties.

WHICH NEEDLE *Goes When?*

You can actually acquire many of the Needles in whichever order you wish. Some may be more difficult to get than others at the moment, but feel free to explore and experiment!

A PROUD FATHER'S MEMENTO

On the way to the train station, Boney drags Lucas to Hinawa's grave. Nippolyte is there with a gift Flint wanted to give Lucas. It's a dirty old badge, but who knows? It might bring you luck!

THE TAZMILY RAIL

Faster, Safer, & More Fun than Walking

NEW RATES

50 DP per passenger for standard fare

200 DP Special! Ride the Green Train, a colorful & musical new experience!

Now even you can experience the joy of riding a train!

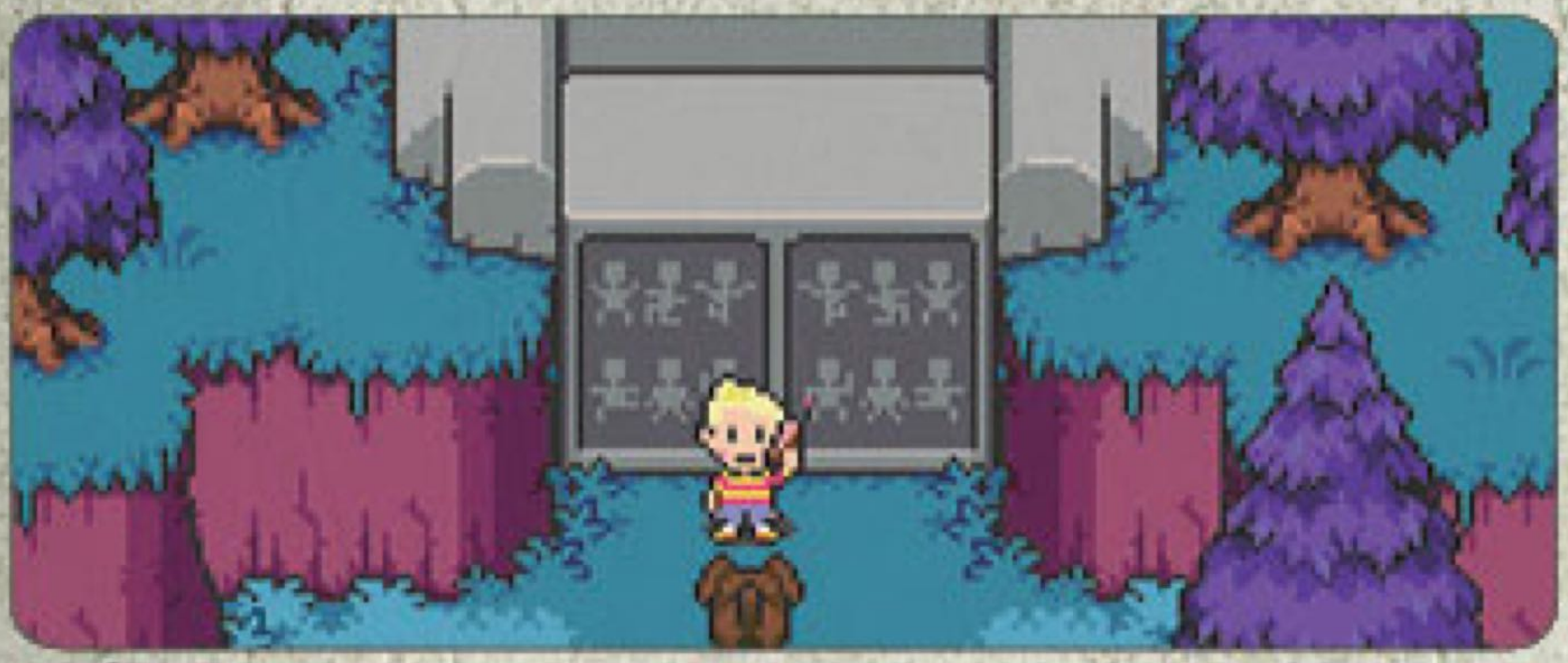
SUBJECT: FACTORY DOWNSIZING

TO: *Mr. Brown*
FROM: *Mr. Black*

CLOSED

- >> **NOTICE TO ALL EMPLOYEES: P-KORP** is liquidating its Murasaki Factory assets.
- >> Full-time employees are welcome to reapply at the New Pork City plant.
- >> Part-time employees needed at the nearby top-secret lab. No physicals required. Insurance not offered.

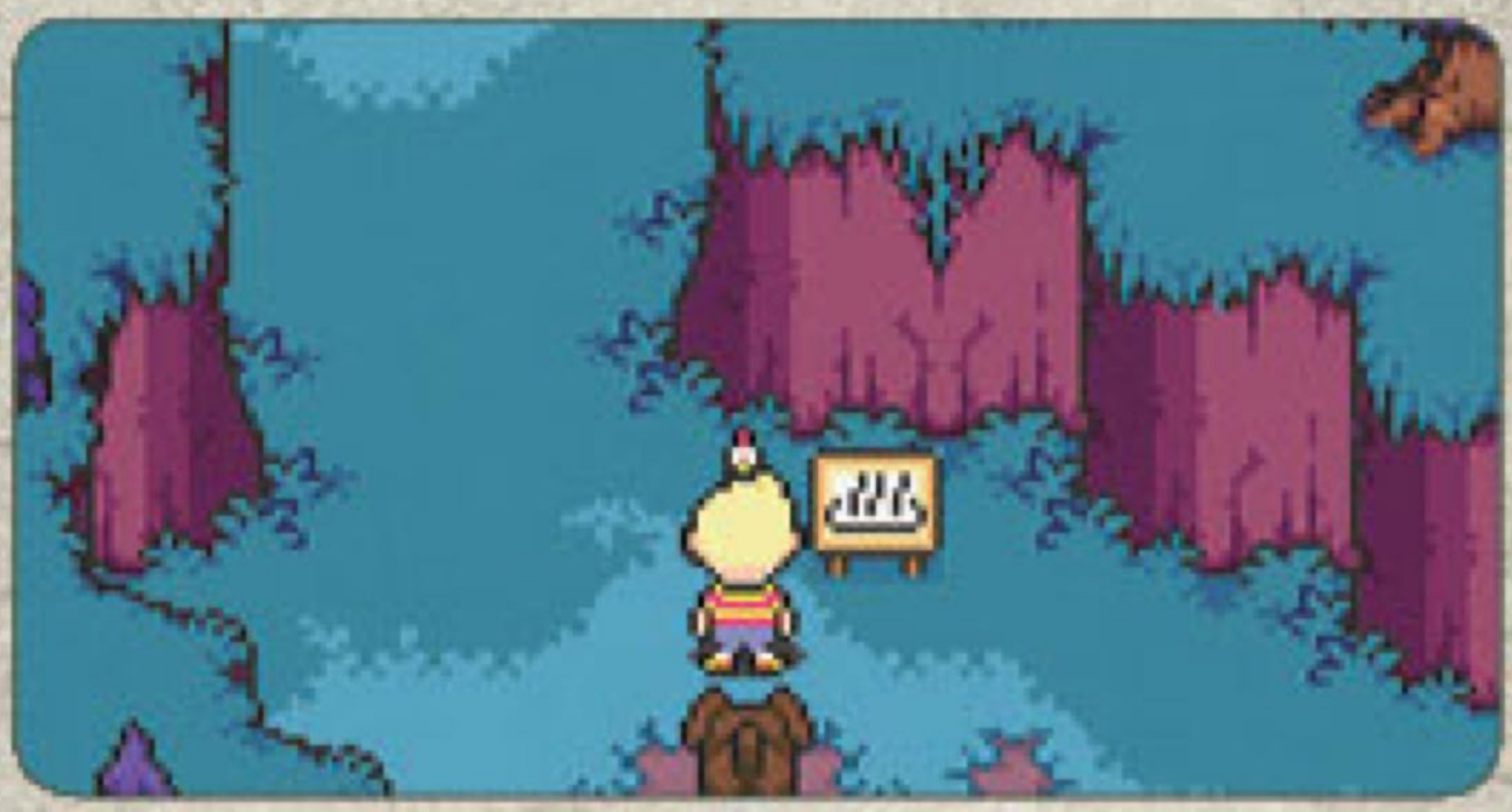
P-KORP



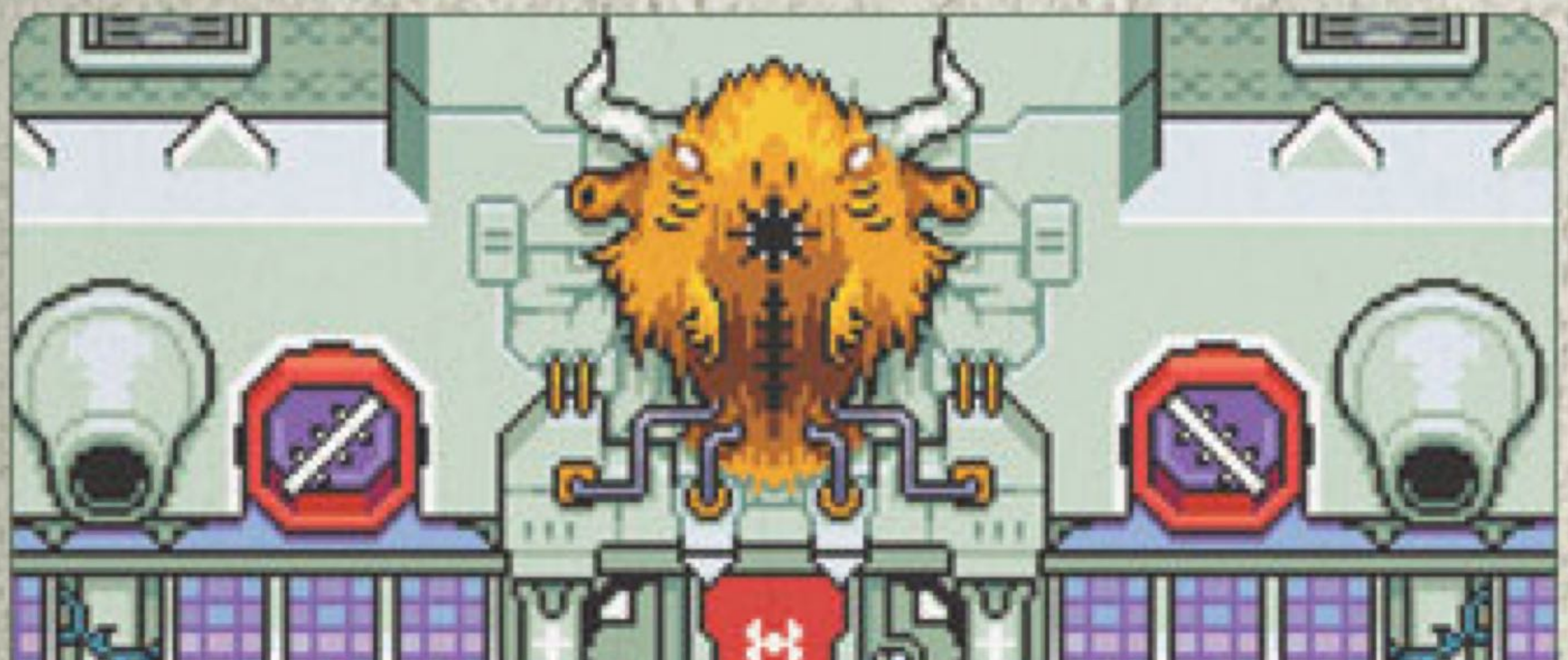
THE SEALED DOOR

You can't get through the door north of the lake yet. Apparently there's some sort of trick to it. Those engraved figures look familiar, but what's on the other side?

HOT SPRING *Eggs*



That generous chicken is still hanging out near the Murasaki Hot Spring. Eat or sell all your weaker foods and stock up on eggs again! You can also make a little money by letting the Fresh Eggs hatch and selling them when they grow into Chickens.

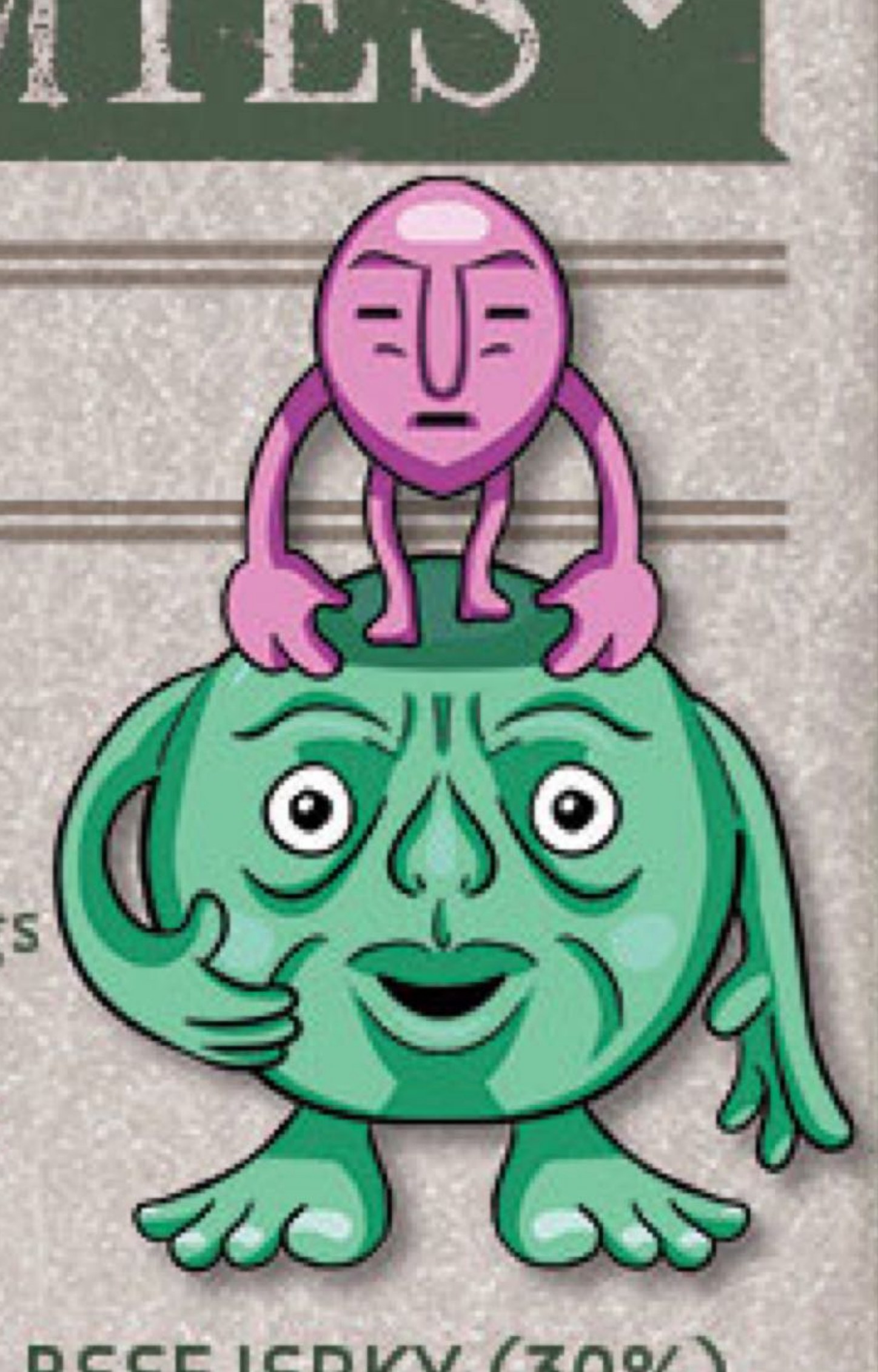


THROUGH THE FRONT DOOR

Some monkeys have escaped in the lab and are causing a huge commotion. This is your chance to slip in!

• ENEMIES •

BRO TEAM

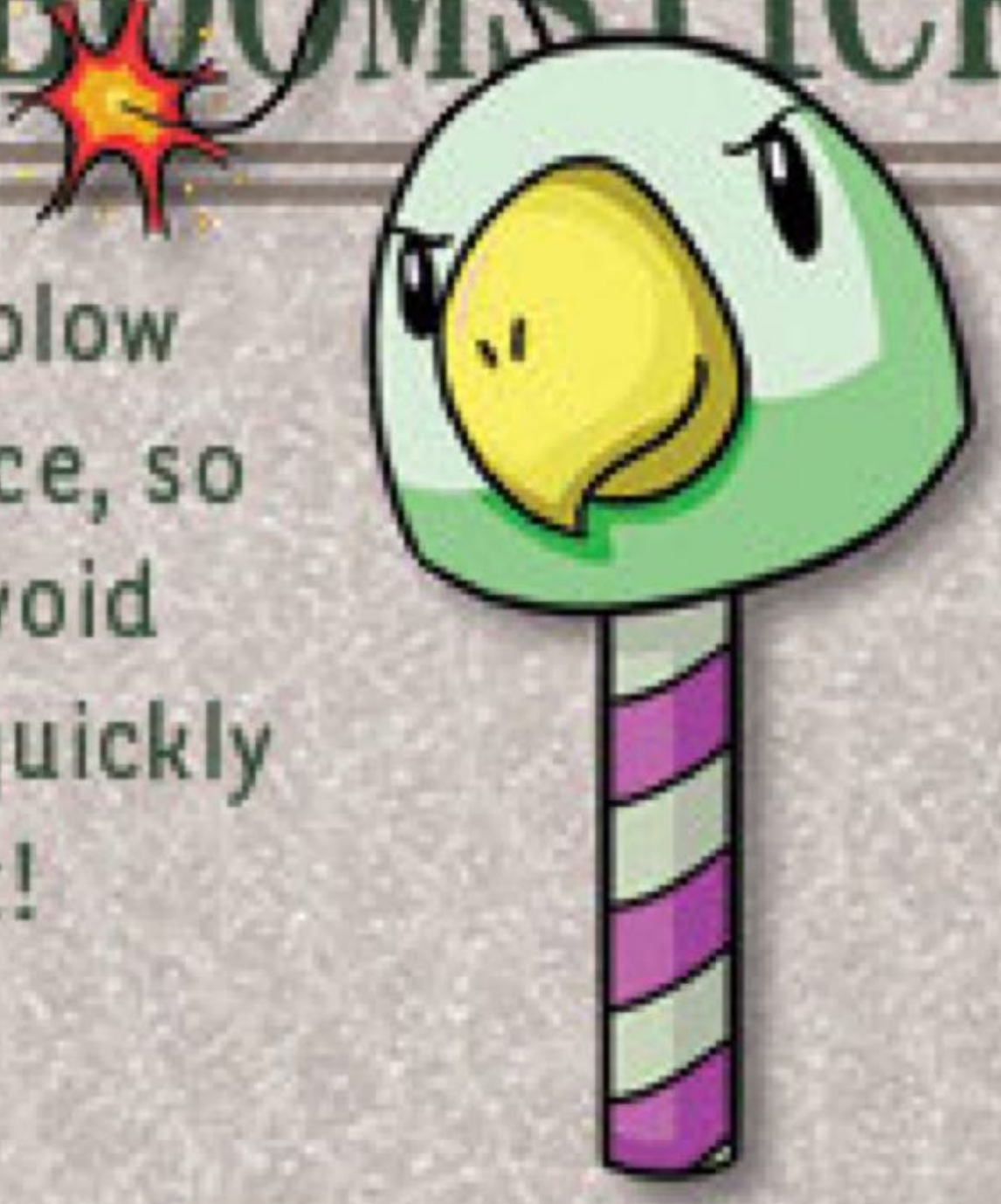


These guys are much tougher when they work together, serving as a valuable lesson to siblings everywhere. Use Flash to make them cry or just avoid them altogether.

NUT COOKIE (50%) | BEEF JERKY (30%)

HP: 380 | OFF:104 DEF:45 | EXP:447 DP:70

SQUAWKING BOOMSTICK

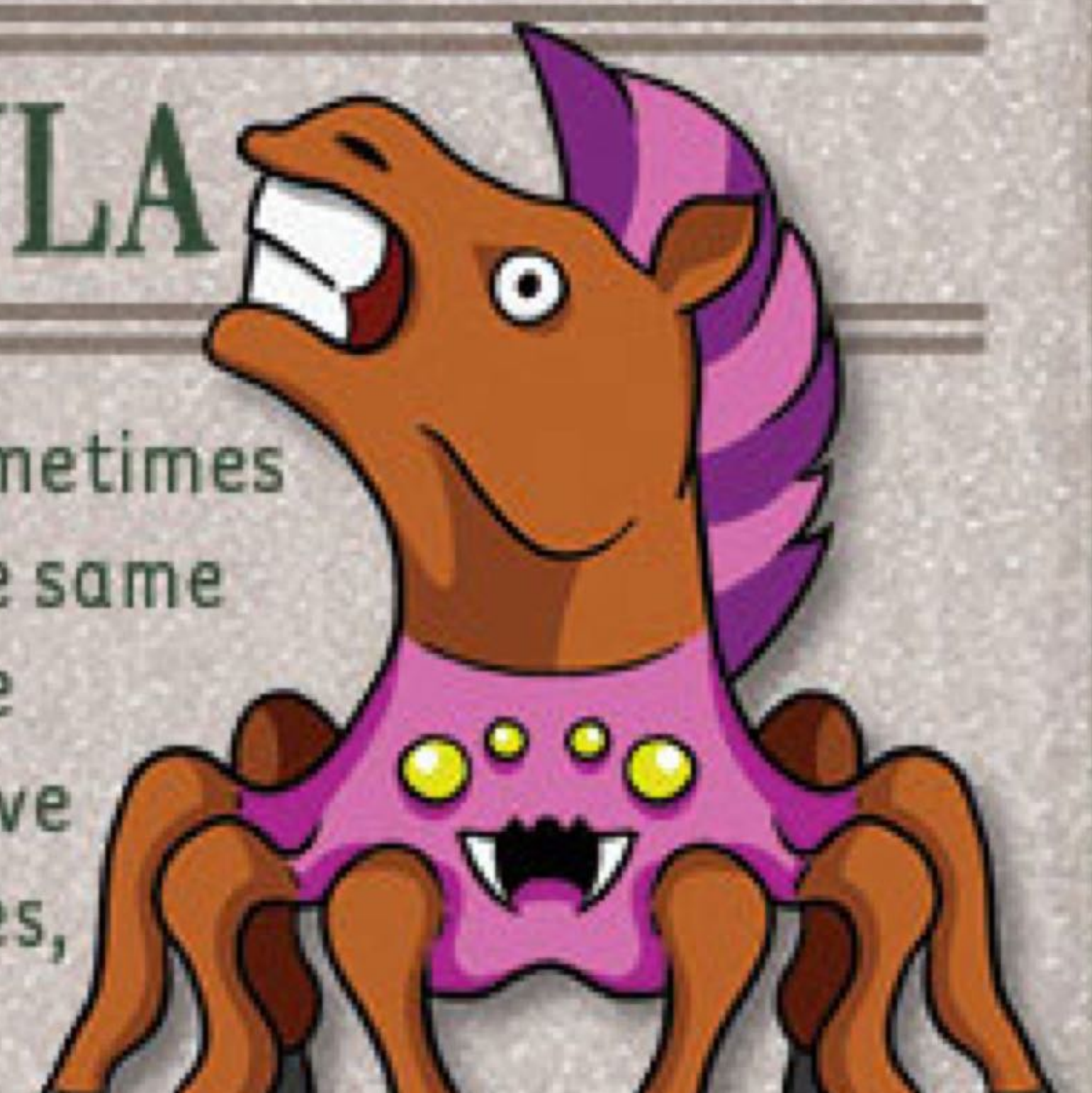


These upgraded birds will blow up if you give them a chance, so avoid them. If you can't avoid a battle, knock them out quickly with everything you've got!

BOMB (10%)

HP: 400 | OFF:80 DEF:37 | EXP:240 DP:150

HORSANTULA

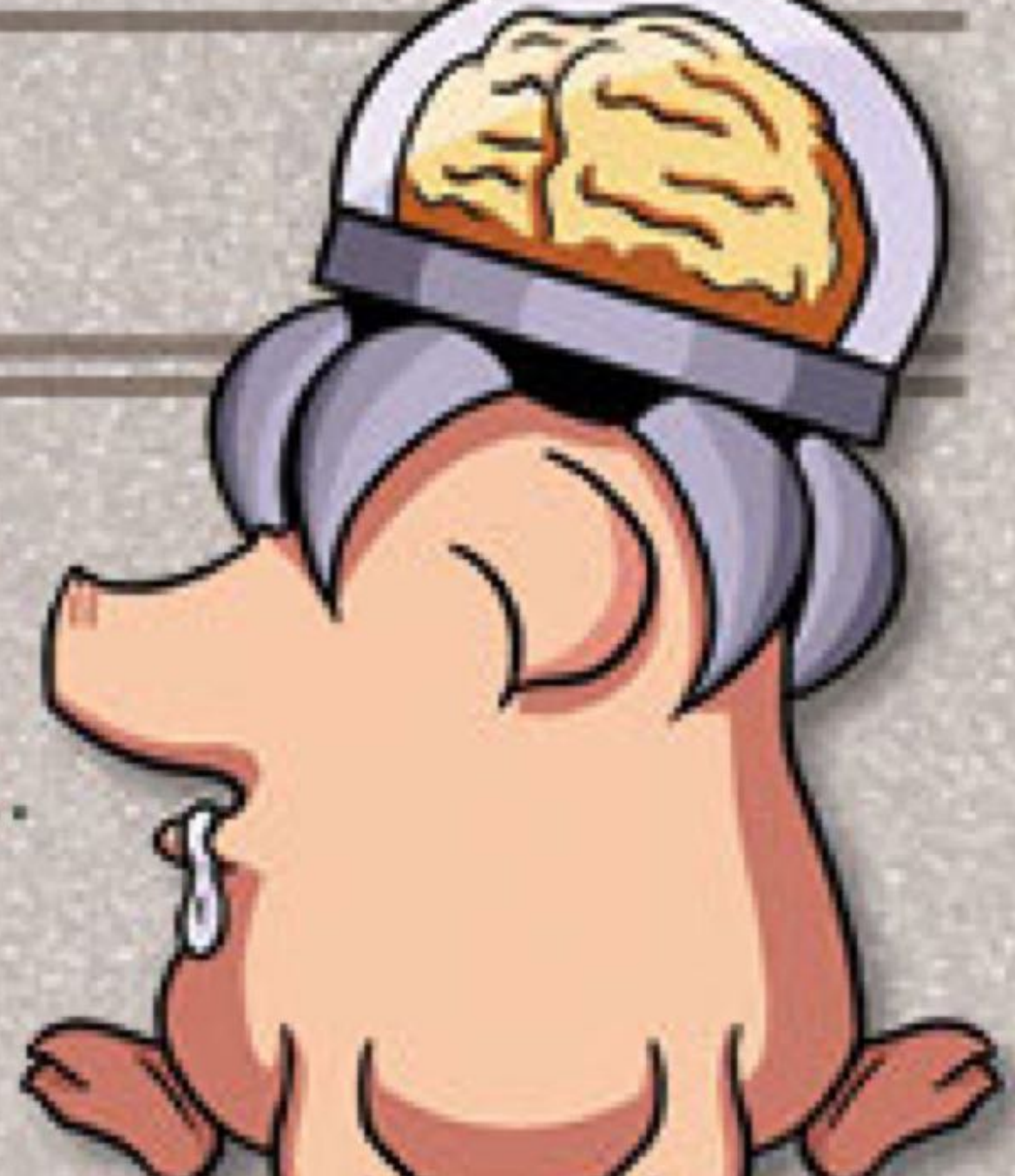


These creepy horses sometimes hit multiple times in the same turn, and their bites are poisonous! They also have an overabundance of eyes, all of which can cry, so keep that in mind.

ANTIDOTE (10%)

HP: 458 | OFF:116 DEF:57 | EXP:352 DP:67

EINSWINE



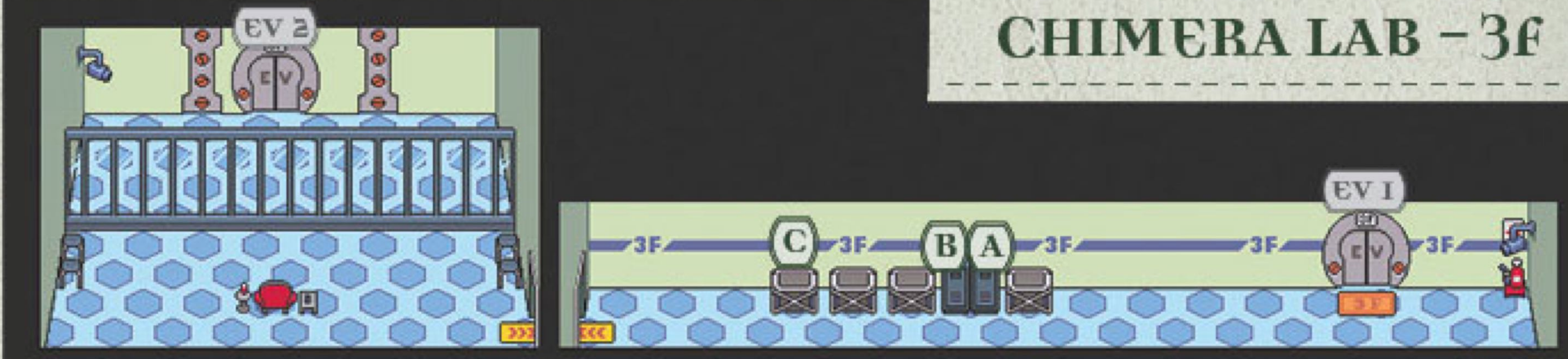
Einswine won't pick a fight, but watch out: their strong PSI can easily overwhelm you. Take them out quickly or deplete their PP.

MAGIC TART (10%)

HP: 387 | OFF:94 DEF:43 | EXP:422 DP:83

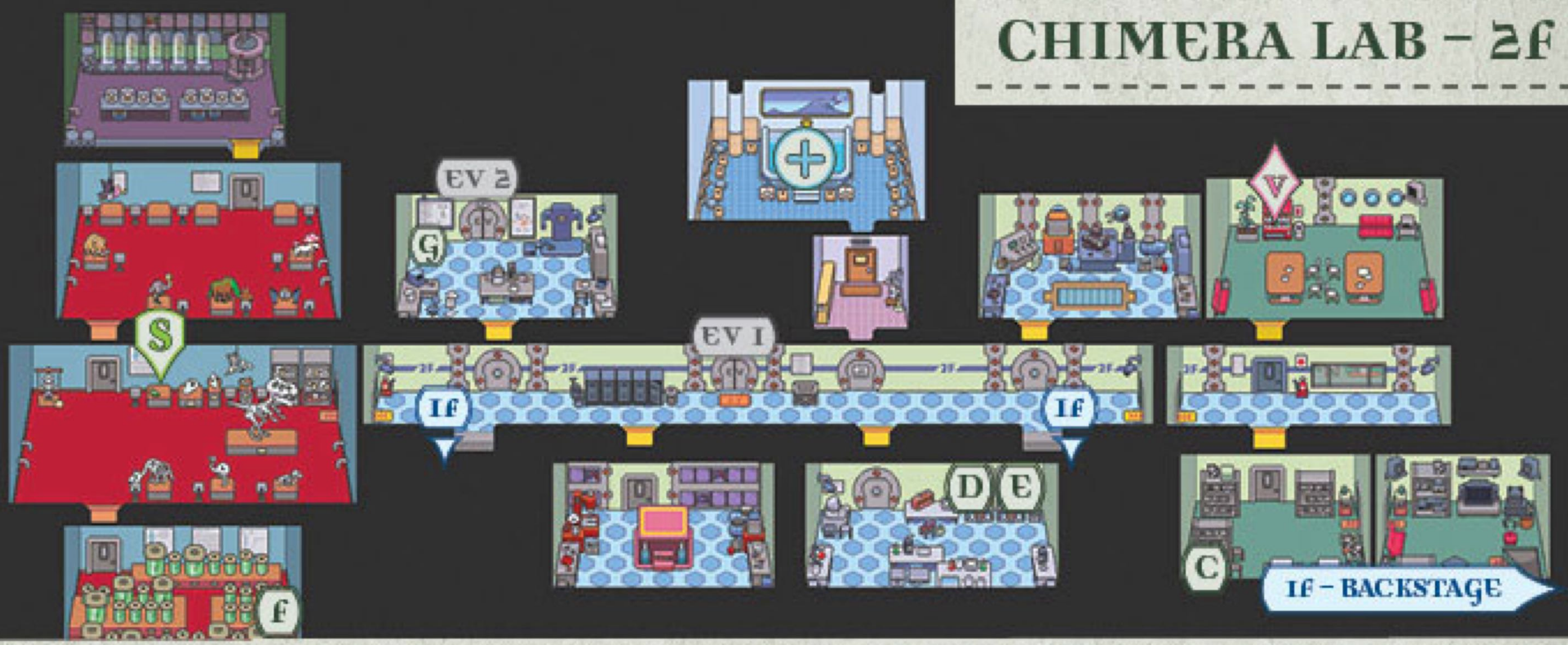
THE CHIMERA LAB

CHIMERA LAB – 3F


EV 2
EV
C
3F
B
A
EV 1
EV

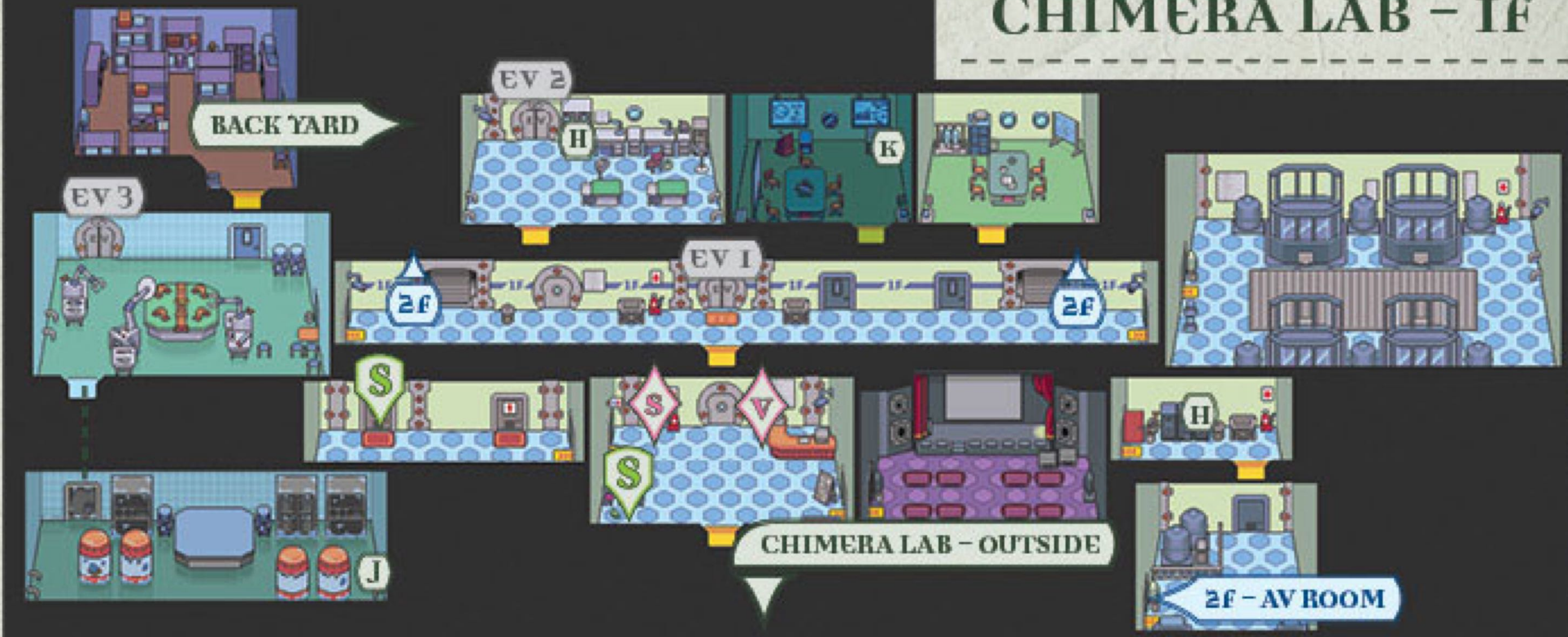
- Ⓐ EDIBLE MUSHROOM
- Ⓑ ENEMY WIMPERIZER
- Ⓒ MADE-YOU-LOOK

CHIMERA LAB – 2F


EV 2
G
EV 1
S
V
1F
1F
D
E
F
C
1F – BACKSTAGE

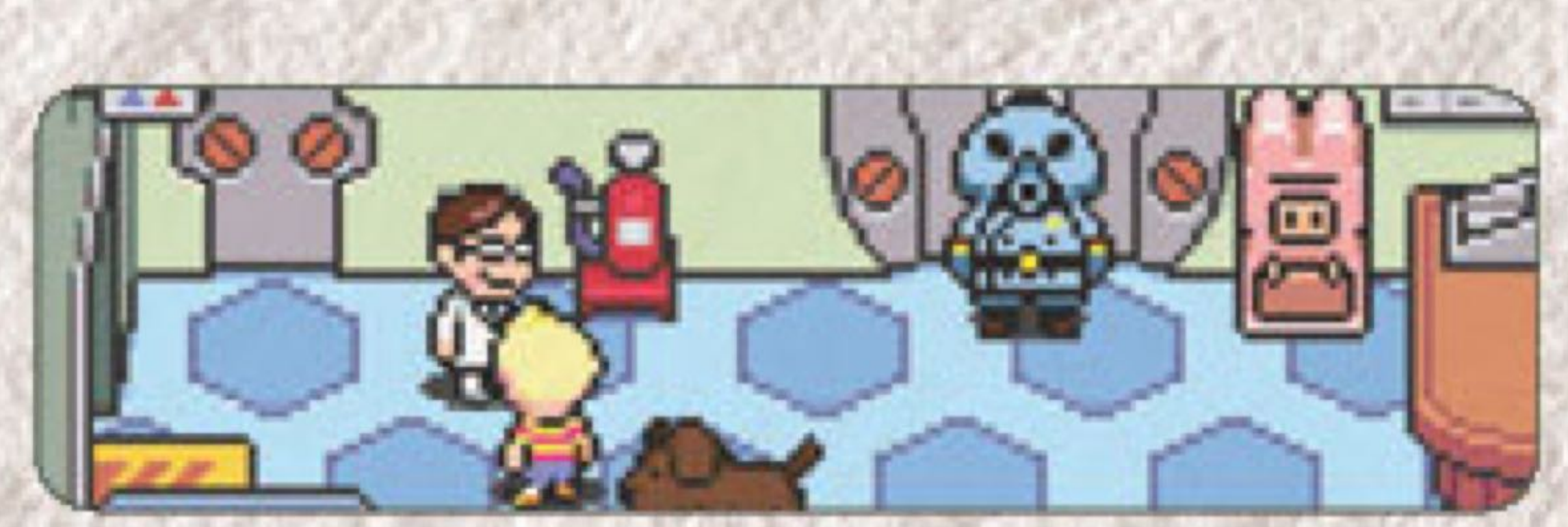
- Ⓒ LAB MAP
- Ⓓ BUG SPRAY
- Ⓔ DEFENSE SPRAY
- Ⓕ DOGGY BISCUIT
- Ⓖ SECRET HERB

CHIMERA LAB – 1F


BACK YARD
EV 2
H
K
EV 3
EV 1
2F
2F
S
S
V
S
H
J
CHIMERA LAB – OUTSIDE
2F – AV ROOM

- Ⓗ PIGMASK COSTUME
- Ⓘ SALTWATER GUN
- Ⓙ BOMB
- Ⓚ OFFENSE SPRAY

ARMCHAIR CHEMIST



There's a researcher in the lobby of the Chimera Lab who's willing to sell you some interesting medicines that you can't buy anywhere else. They're a little pricey, but they can be worth the cost in the right situation.

CHEMIST'S WARES

Offense Spray	1000 DP
Defense Spray	1000 DP
Enemy Bufferizer	800 DP
Enemy Wimperizer	1200 DP

The Better

BLACK BEANLING TRICK

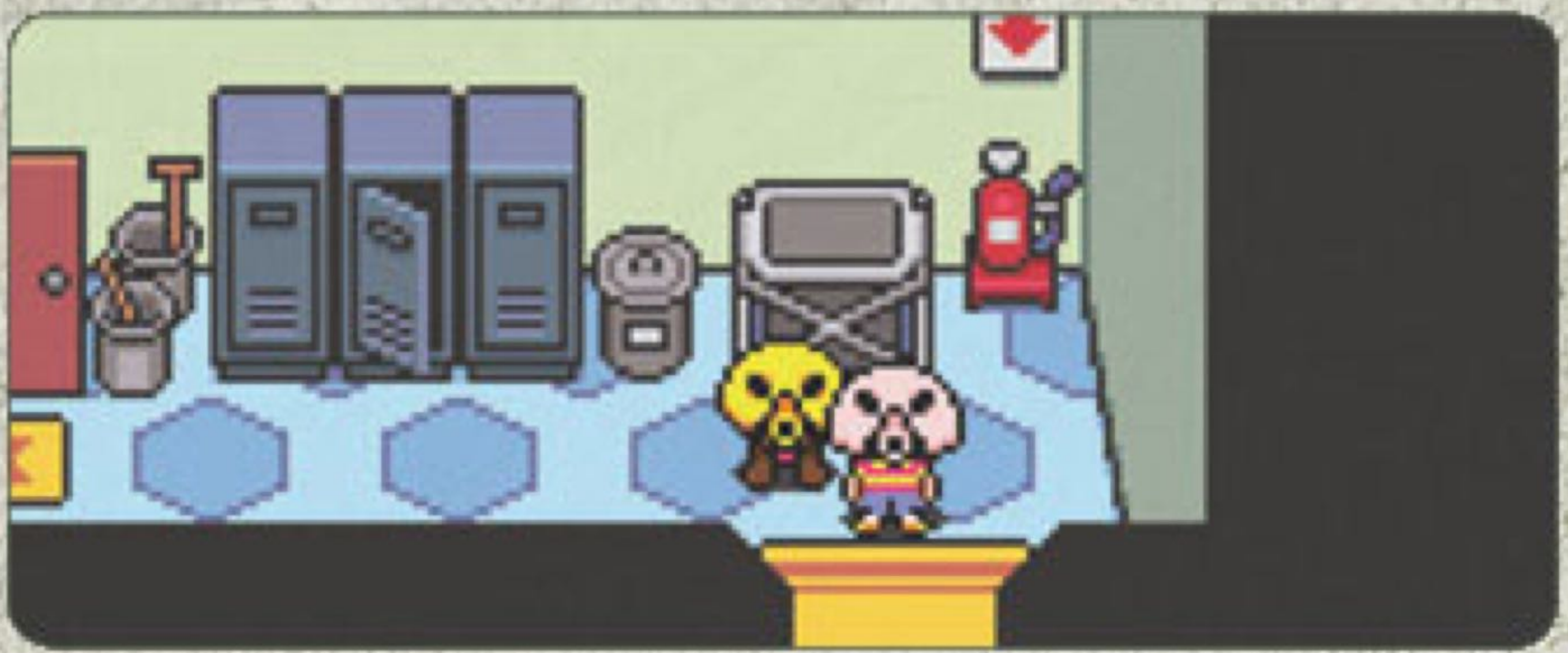
1. *Purchase a few Enemy Bufferizers from the Chemist in the Chimera Lab lobby.*
2. *Hunt down a Black Beanling in the Sunshine Forest area south of Lighter's house (this is the hard part—stay persistent).*
3. *Use the Enemy Bufferizer on the Black Beanling during battle and defeat it!*

NEED LEVELS?

This trick doubles the already insane amount of experience the Black Beanling leaves. If you're low on money, though, don't worry about it yet—there's sure to be a freebie in the lab.

LAB VEND

Very Good Stick	2000 DP
Cup of Pork Noodles	80 DP
Pork Stew	120 DP
Antidote	80 DP
Eyedrops	10 DP
Anti-Paralysis	14 DP
Fresh Mint	16 DP
Secret Herb	600 DP

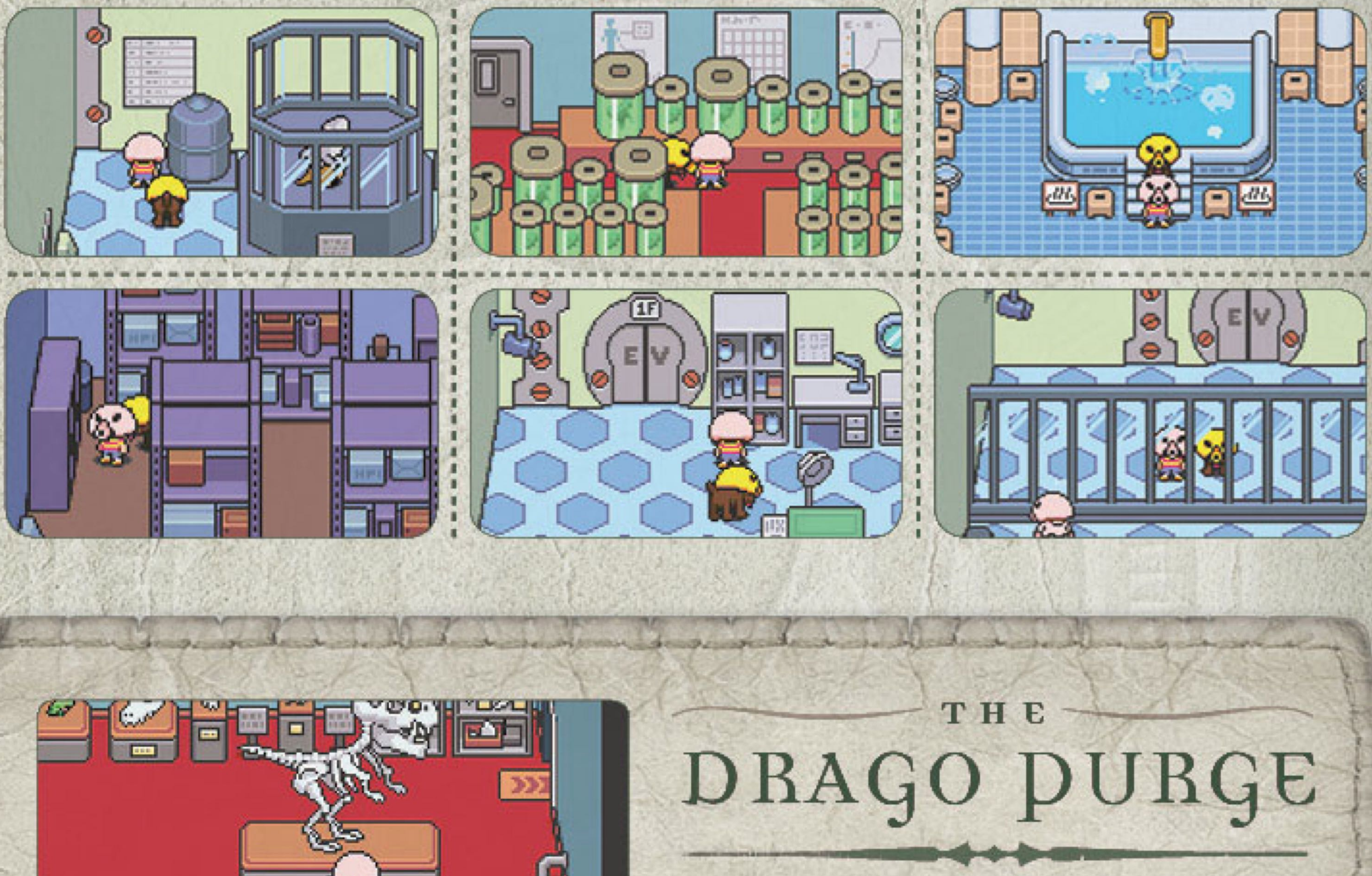


DON'T FORGET TO SNORT

If you sneak in through the theater room, you'll find an open locker with some Pigmask helmets. Disguised, Lucas and Boney can run around the Chimera Lab freely. However, once you put the disguise on you won't be able to leave the lab, so make sure you're prepared!

Incognito EXPLORATION

It's obvious that these Pigmasks aren't up to the task, so there's no rush to find the monkey. The lab is a fascinating and horrifying facility filled with questions and answers.

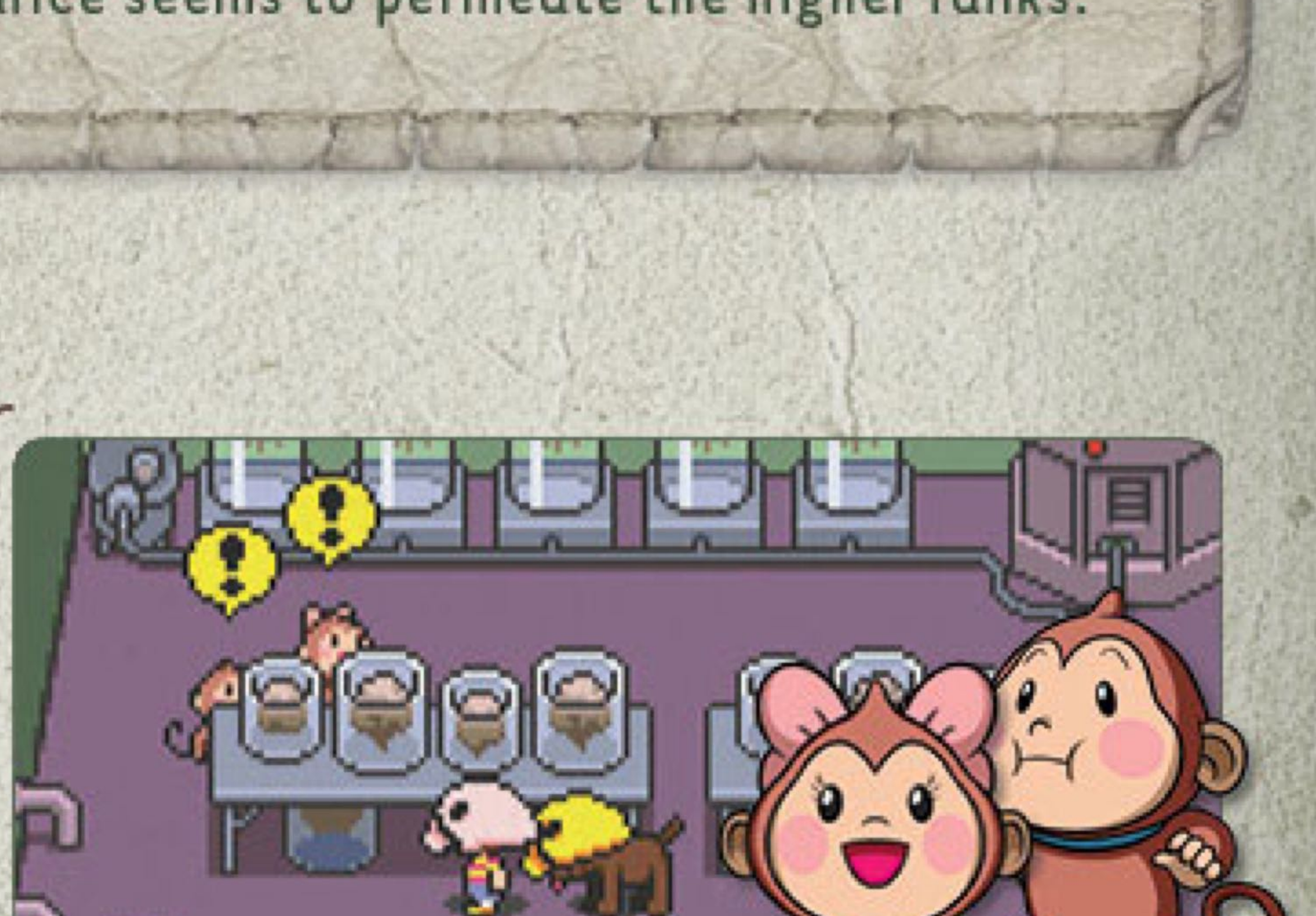


THE DRAGO PURGE

The Dragos all seem to have disappeared following Hinawa's death. Some may have gone into hiding, but it seems that many met their fate in this lab. The Pigmask army may sometimes seem bumbling and incompetent, but malice seems to permeate the higher ranks.

QUIT MONKEYING AROUND!

When you're done exploring, you can find the monkeys hiding out in the brain room north of the Ossuary (the skeleton room). Don't forget to speak to a Save Frog first! As soon as you confront the familiar-looking simians, they scamper away.



MINI·BOSS

SIGH... BORG!

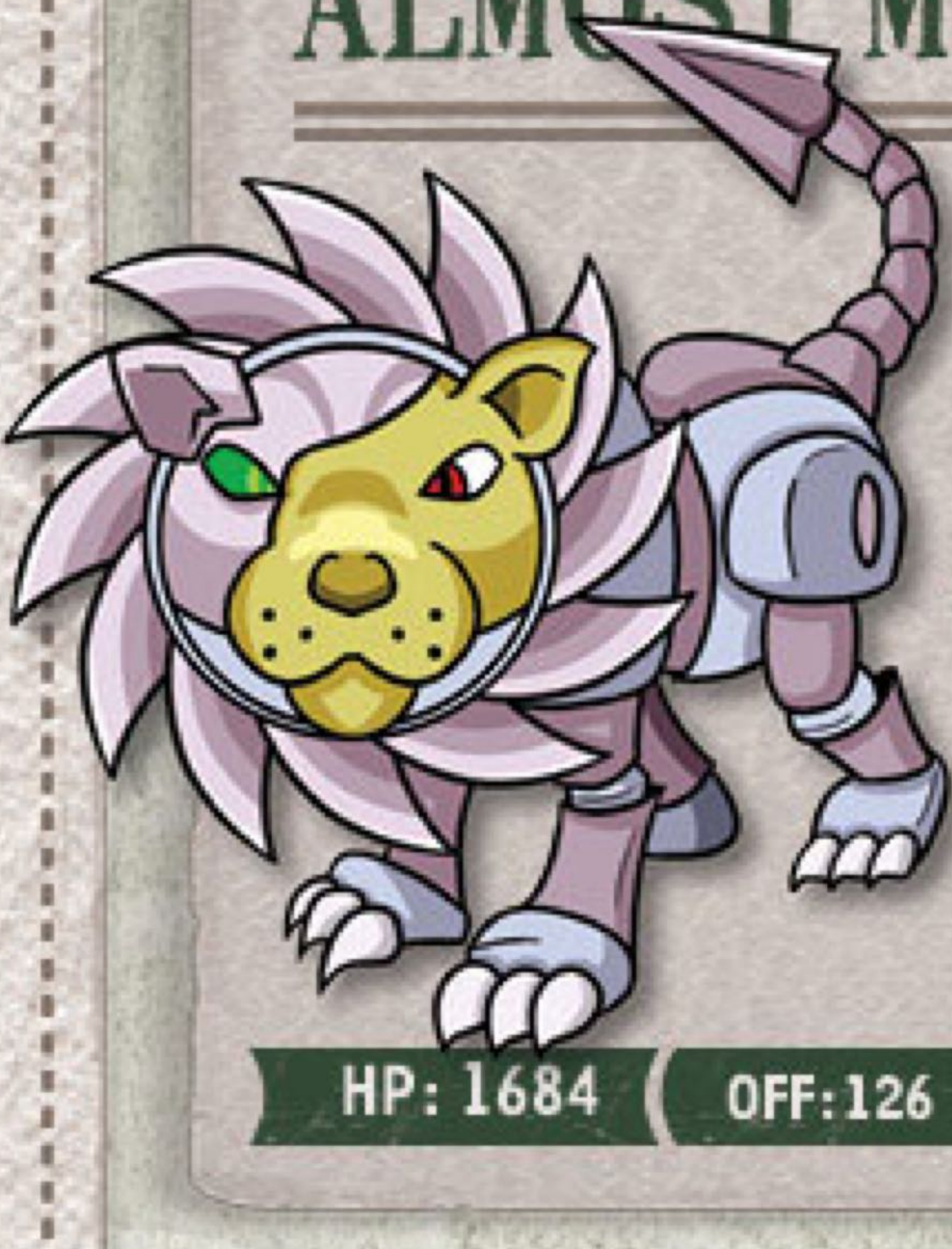
As you reenter the ossuary you come face-to-face with a very metal, very mean-looking lion chimera. It's a tough fight and the result is the same regardless of whether you win or lose, but there's always pride in succeeding!

The Almost-Mecha Lion is immensely powerful, and its only exploitable weakness is a vulnerability to crying. So have Lucas use the following attacks while Boney keeps all healed:

- *PK Flash*
- *PSI Counter*
- *Defense Up*
- *Offense Up*
- *Thunder Bombs*
- *Combos*

ENEMIES

ALMOST MECHA-LION



MINI-BOSS

This almost beast is capable of biting, scratching, breathing fire, and stabbing with a poisonous tail—in other words, it's an ultimate chimera! Or is it?...

HP: 1684 | OFF:126 DEF:60 | EXP:4560 DP:848

ESCAPING CHIMERAS!

Win or lose, the Almost Mecha-Lion won't give up. Luckily, your diversion gave the Pigmasks time to bring in backup. However, there's another chimera loose: a big red one that has everyone sweating bullets. In their panic they've forgotten everything, but your task is still clear: find those monkeys!

MEMORANDUM: EMERGENCY ⚠

FROM: *Mr. Black*
TO: *Dr. Andonuts*

Containment Protocol Memo: In the event that the Ultimate Chimera escapes, it is vital that all lab personnel follow protocol. Commit these steps to memory, habit, or even instinct:

SEAL ALL EXITS	If it escaped a small cage, seal it in a bigger cage.
DO NOT ENGAGE	You have been warned.
IF ENGAGED, RUN!	Or hide. Or play dead.
FEIGN IGNORANCE!	If it escapes the lab...pretend like nothing happened.
DESTROY ALL FILES	Burn this message! For insurance purposes, we are obligated to disavow all knowledge of the UC.

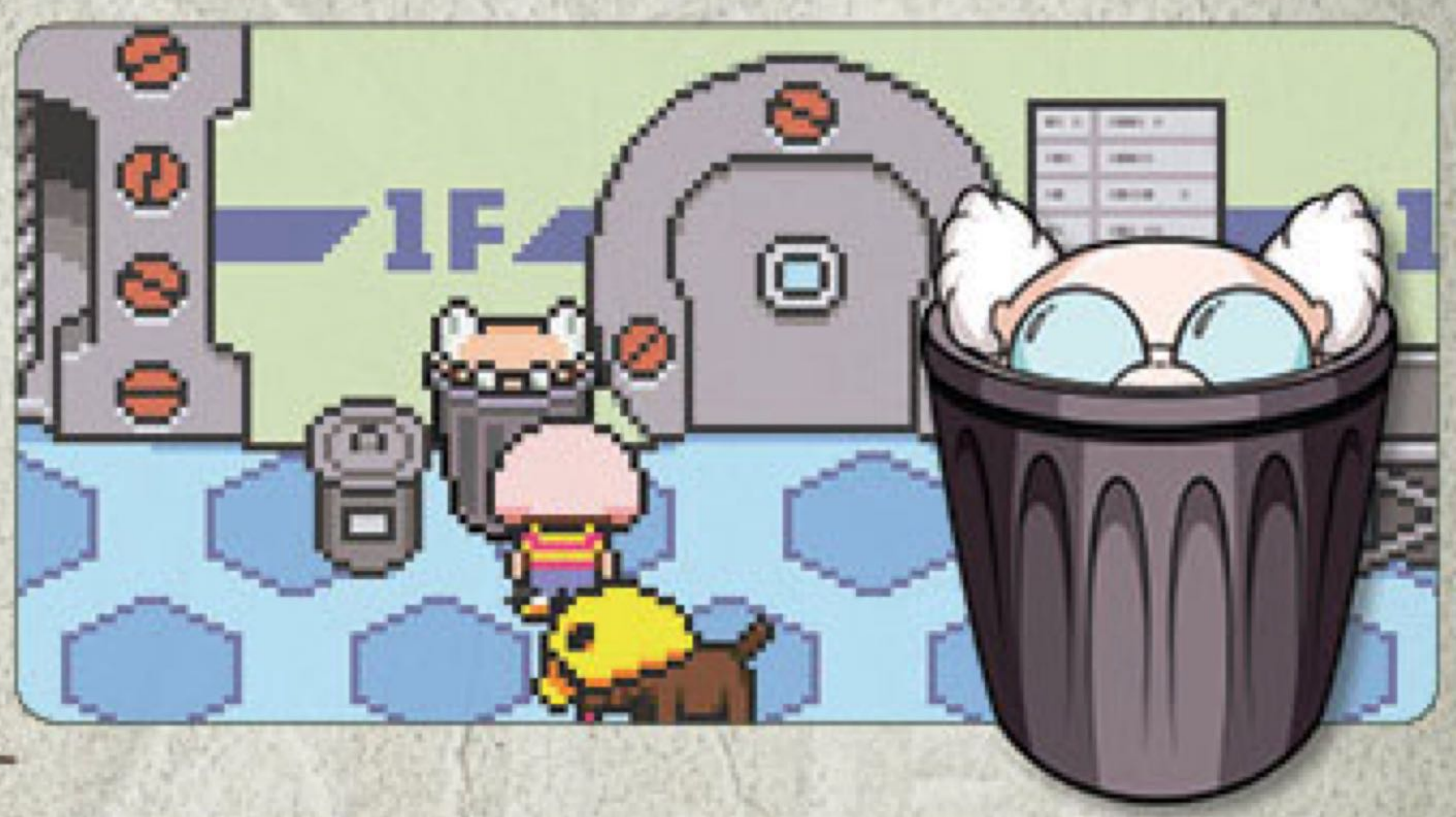
DO NOT COPY/REPRODUCE THIS MESSAGE ON BULLETIN BOARDS, WHITEBOARDS, T-SHIRTS, ETC!

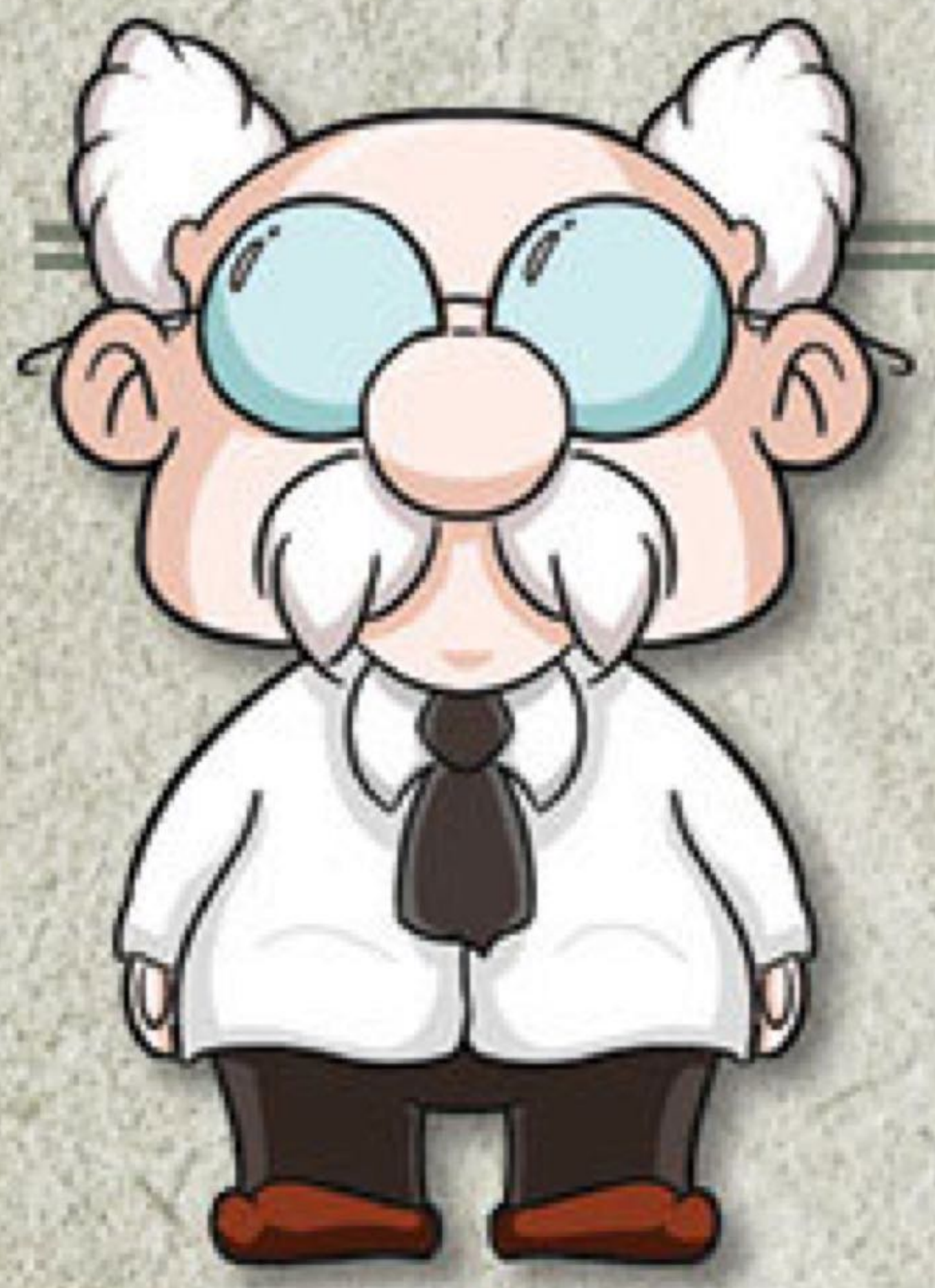
MUSICAL TERRORS

While the Ultimate Chimera is stalking about, listen carefully. If you hear Pigmasks screaming in the distance you're safe. If you hear music, you're the one who will be screaming soon, so get out of there before it's game over!

OCCUPIED

A scientist is hiding in a trash can in the hallway. If you talk to him you find out that he's doing research here against his will, though he's too frightened to say anything more at the moment.

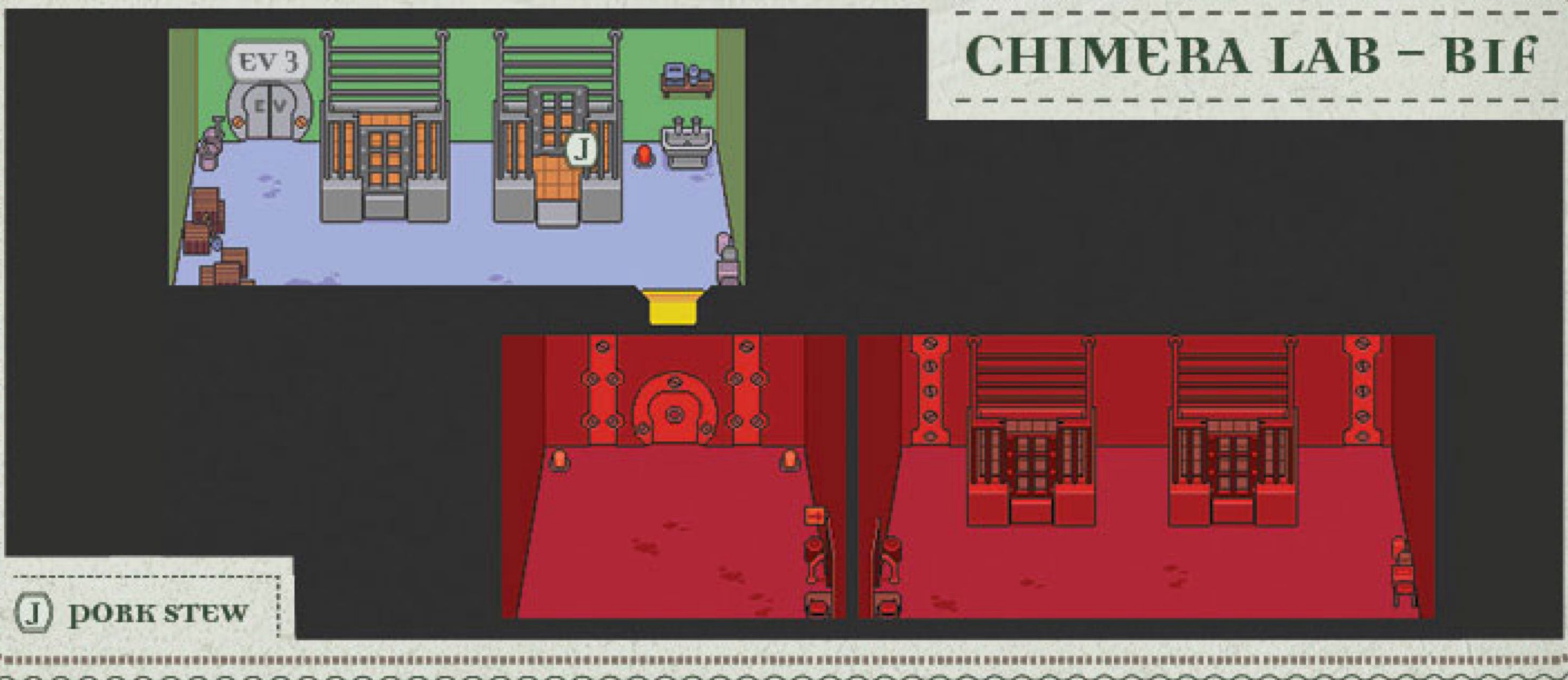




Dr. Andonuts

"I'm being forced to conduct various sorts of research by a certain man." Dr. Andonuts is a brilliant scientist currently working in the field of chimera development. He doesn't like having his creations used for evil, but it seems he has no choice in the matter. Hiding in a trash can might not seem brave, but you can't deny that it's the smart thing to do.

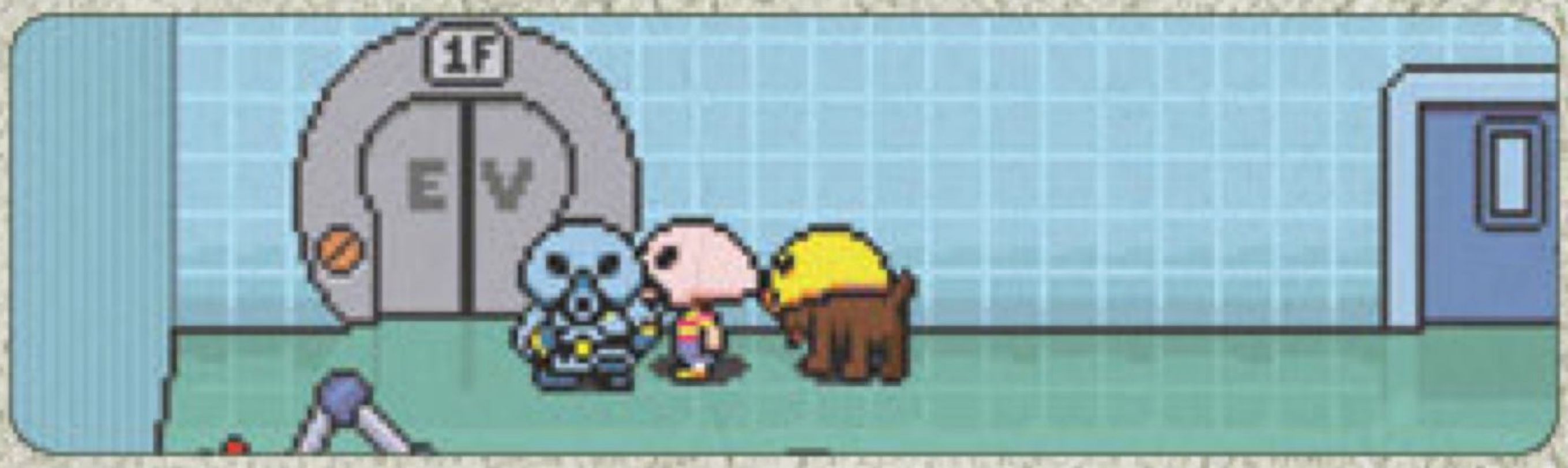
CHIMERA LAB – B1F

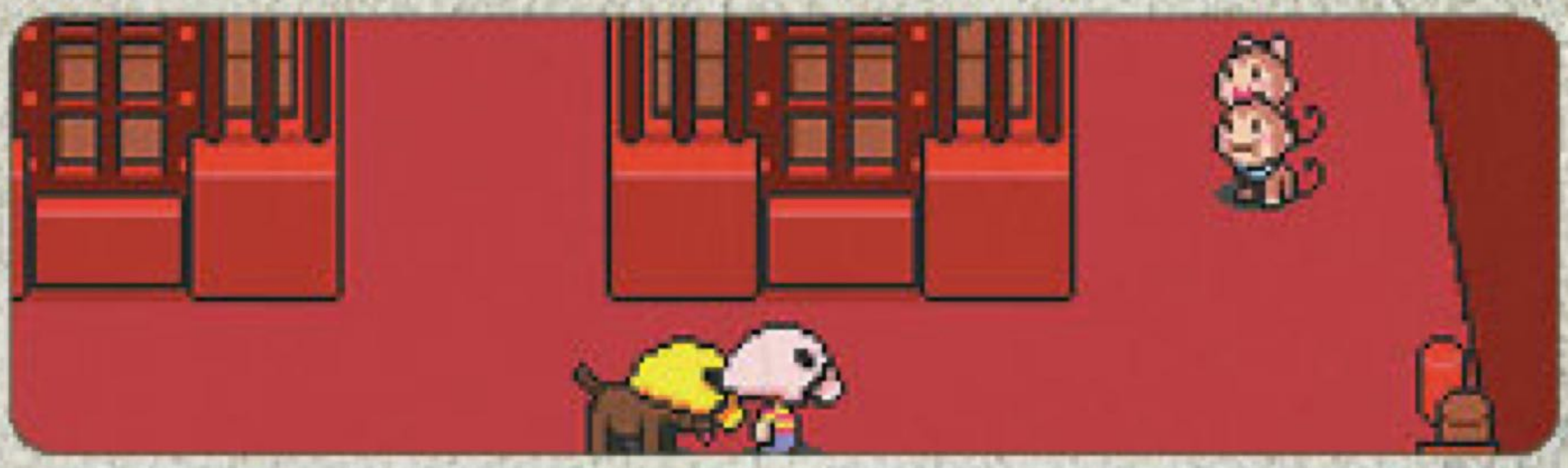


Ⓙ PORK STEW

TAILING THE MONKEY

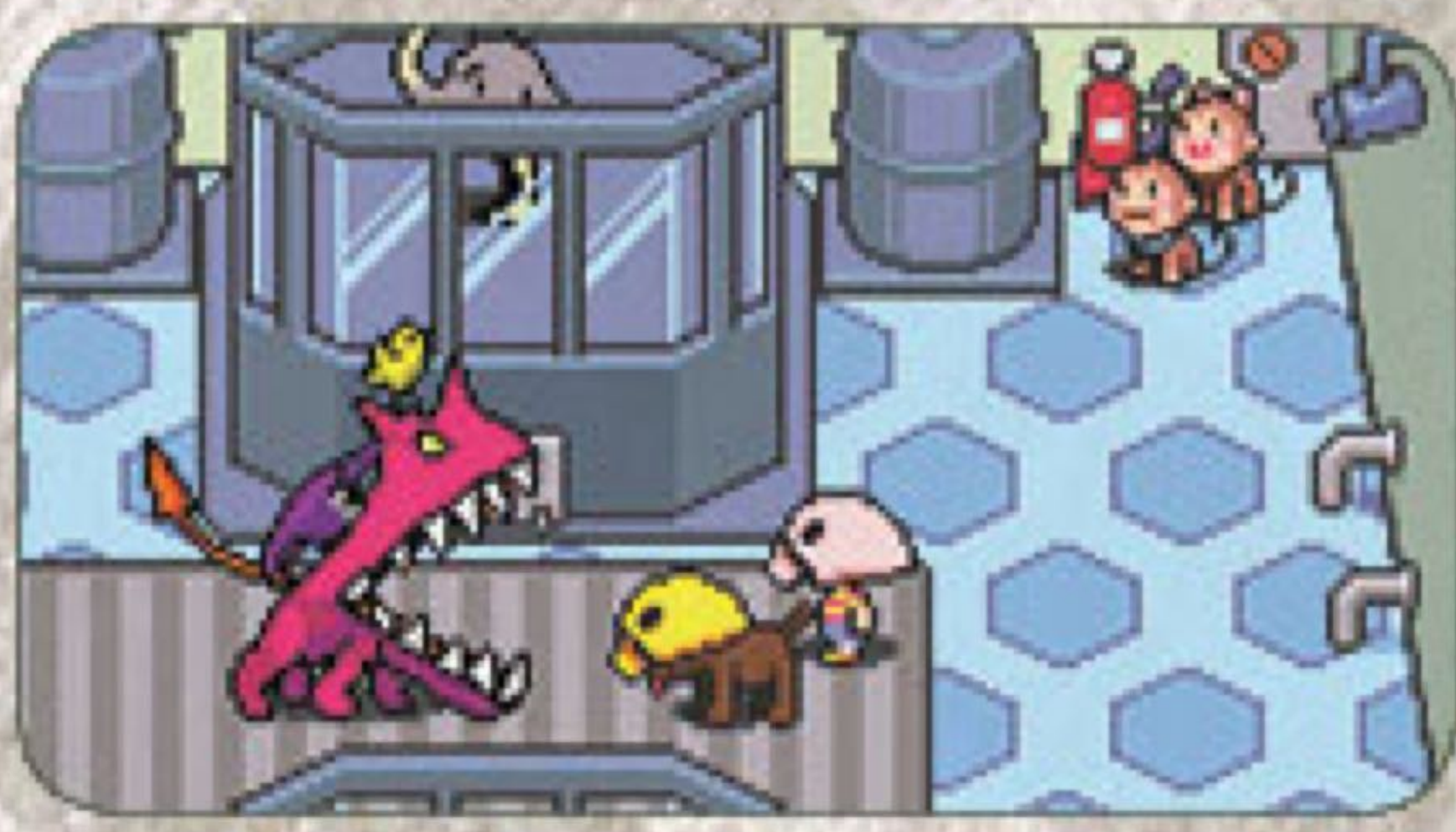
The monkeys have fled to the basement, which you couldn't access before. The elevator you need is on the first floor in the far western room. In the basement, you learn that not only was the monkey responsible for freeing the Ultimate Chimera, but—that monkey is Salsa! Doesn't he remember you?

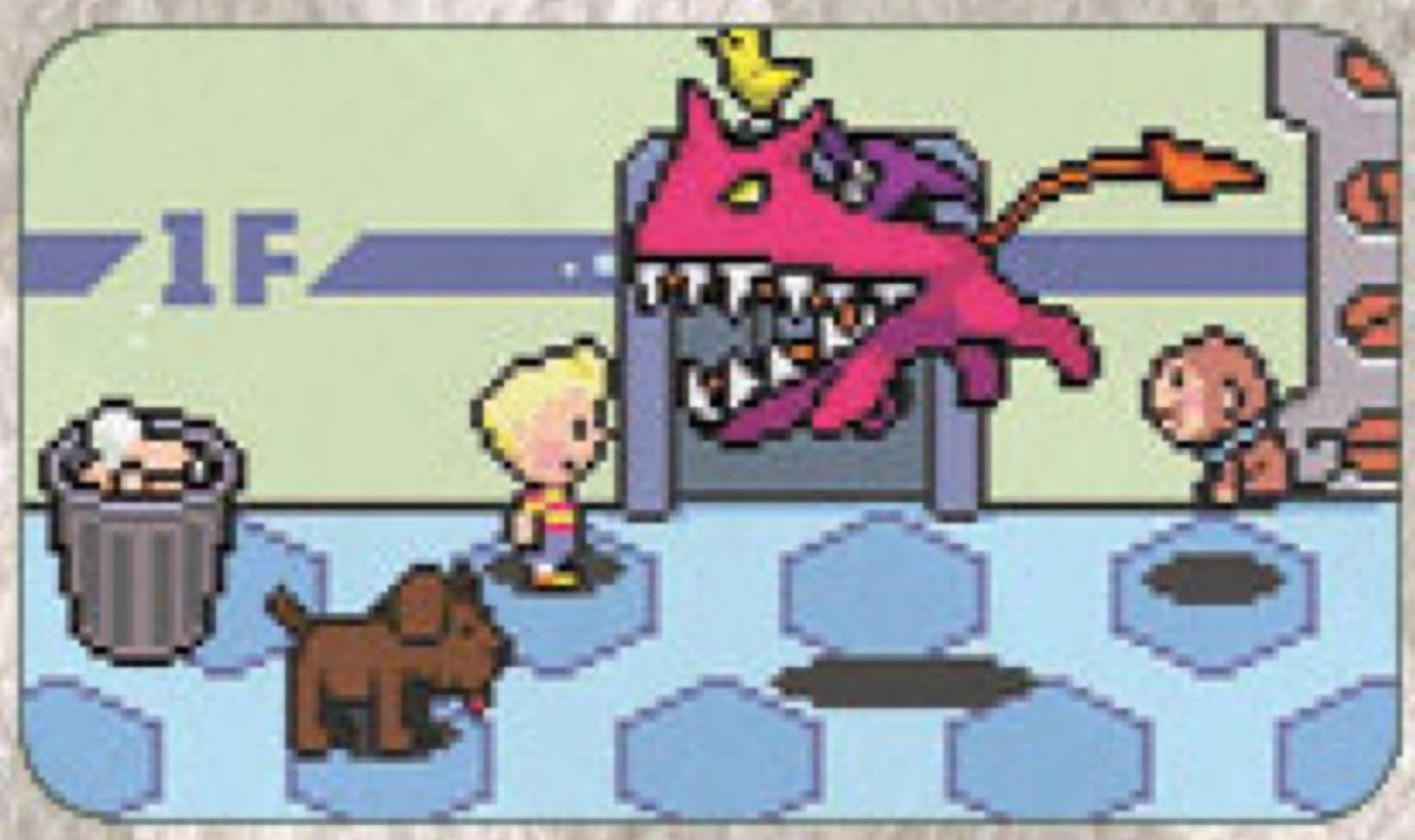


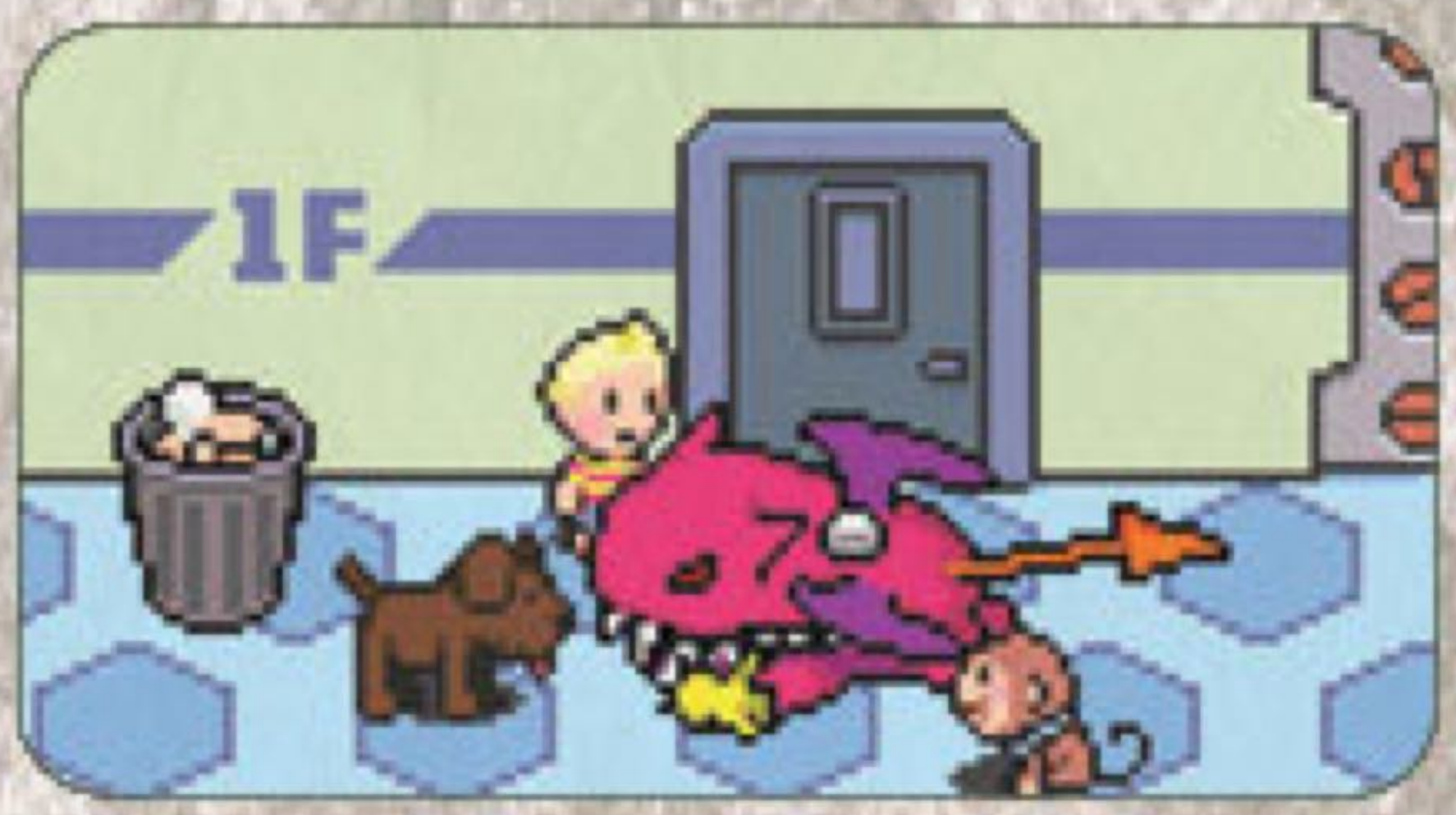


THE ULTIMATE SHOWDOWN

When you corner the monkeys (in the far east room on the 1st floor), the Ultimate Chimera follows and corners you. Dr. Andonuts arrives to explain how to defeat the monster right as it launches its first attack, sending Lucas and Boney's helmet disguises flying. Salsa, recognizing Lucas, springs into action!

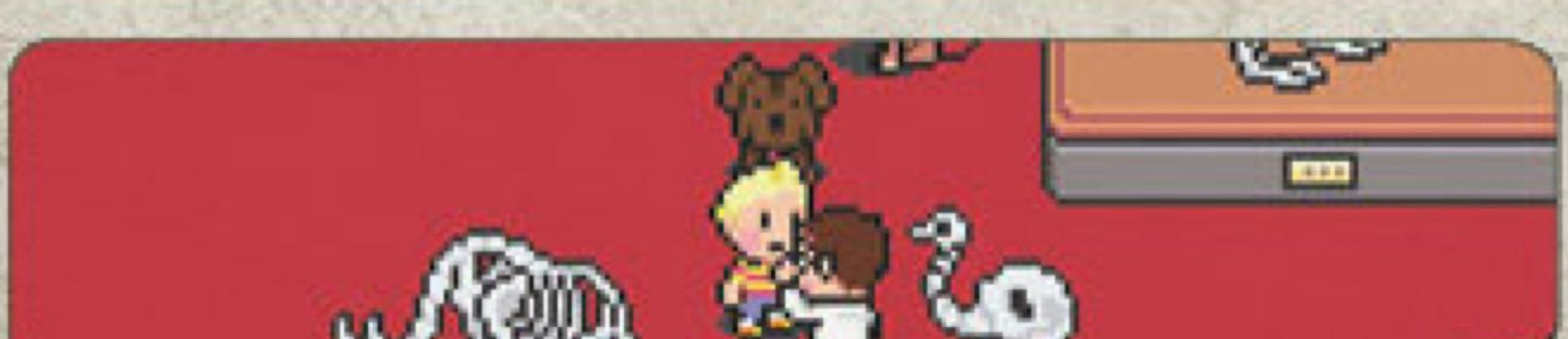


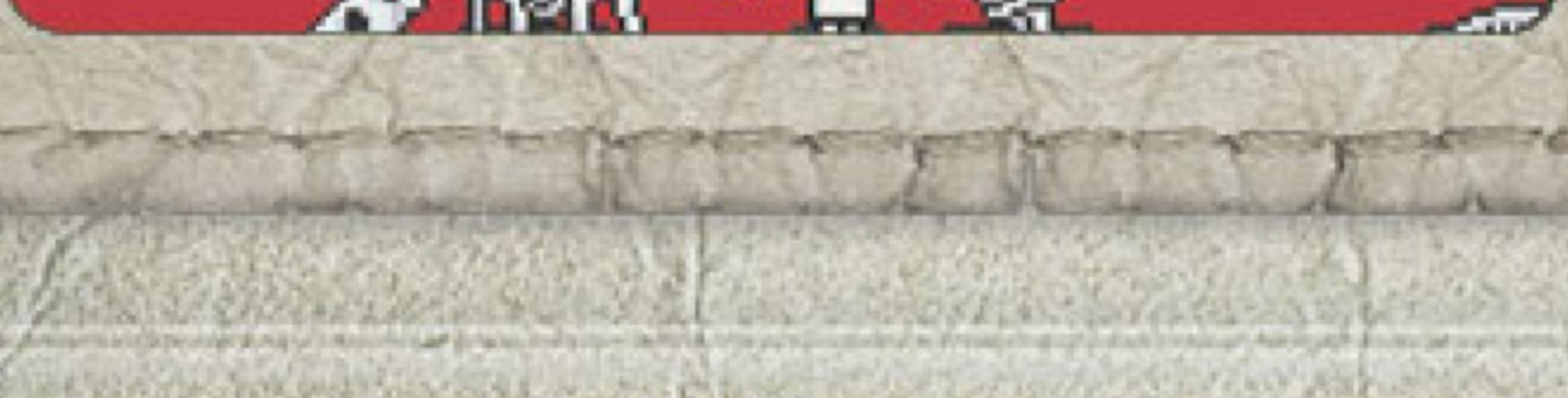


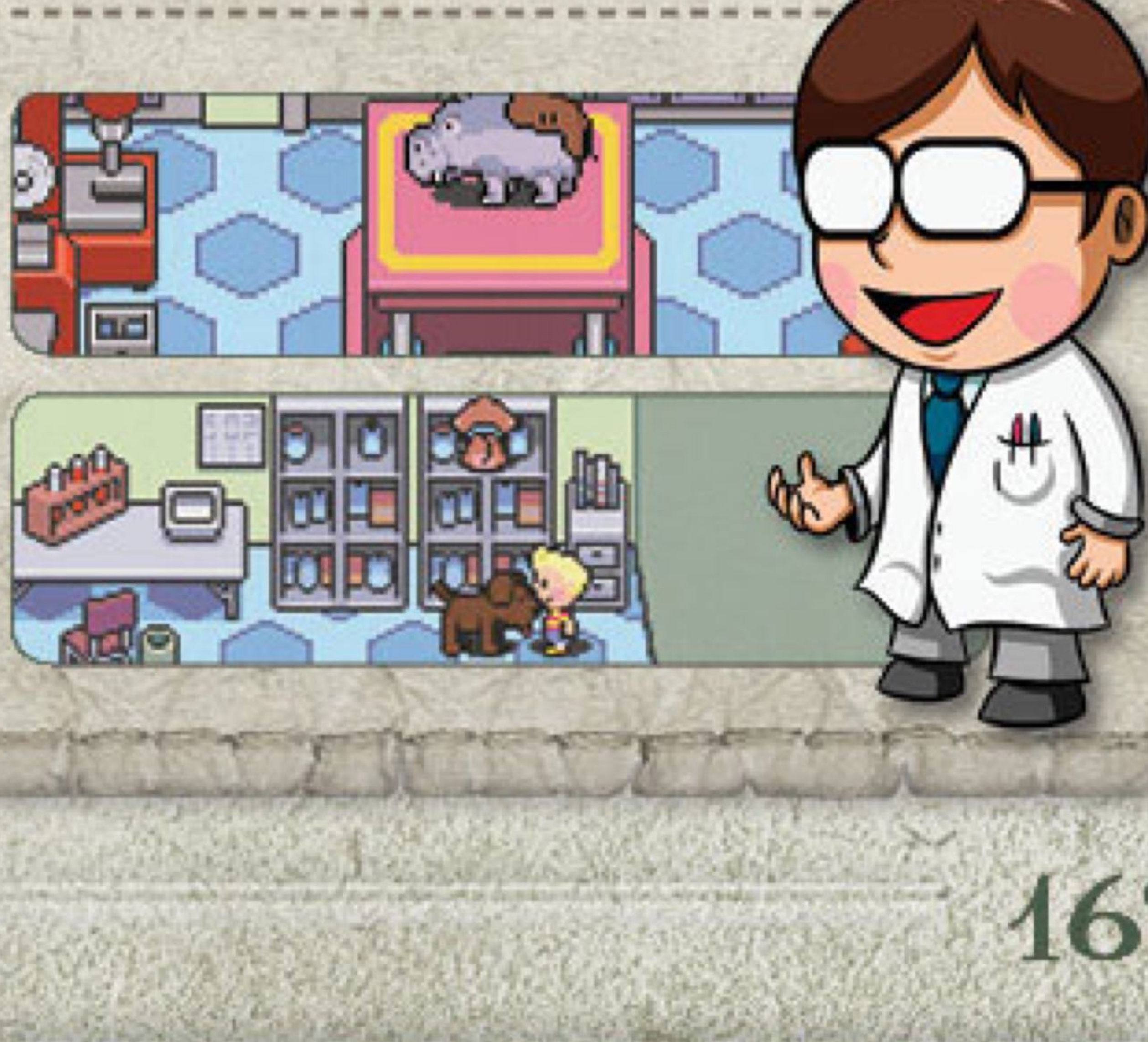


LAB MONKEY HIJINKS

With the threat neutralized, why not do a little exploring with your new friend? There are new experiences to be had now that the lab is calm, and Salsa can reach shelves that you couldn't before.

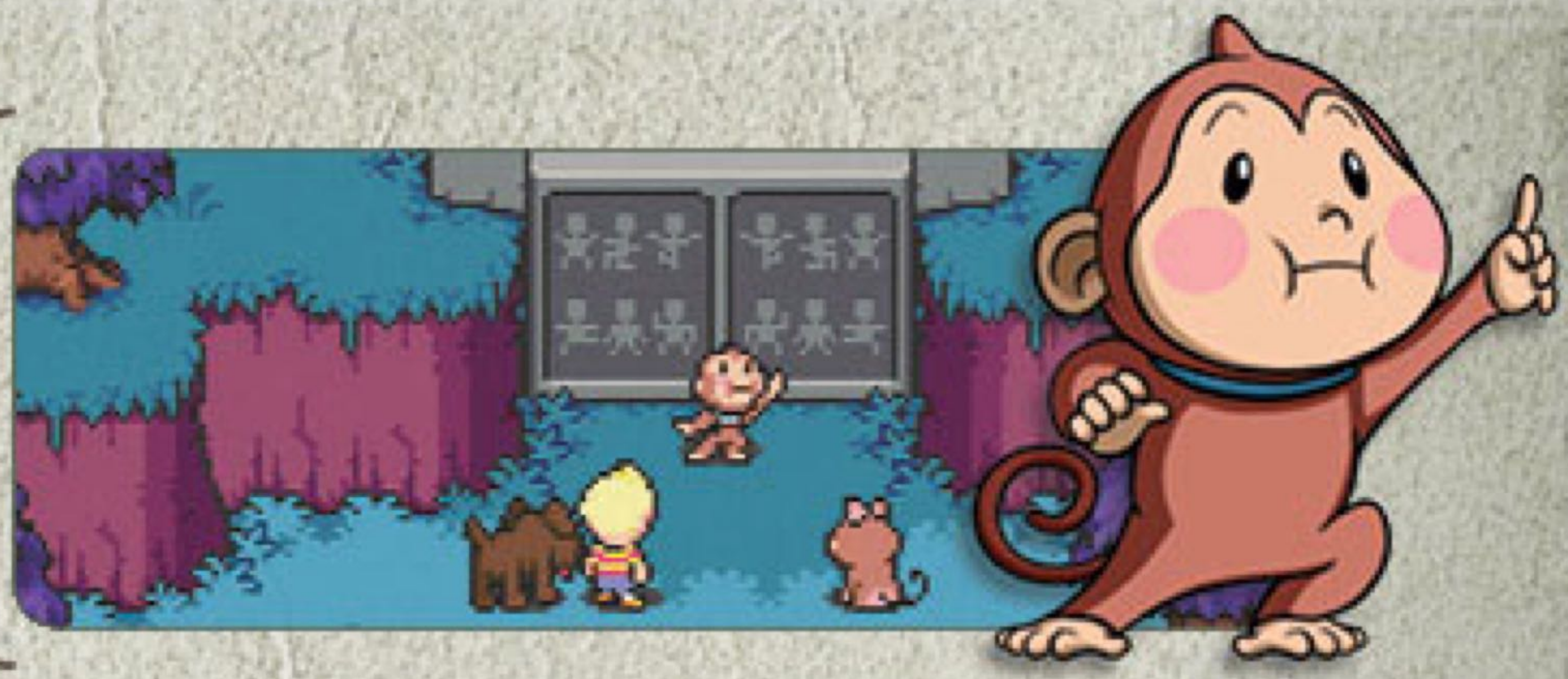






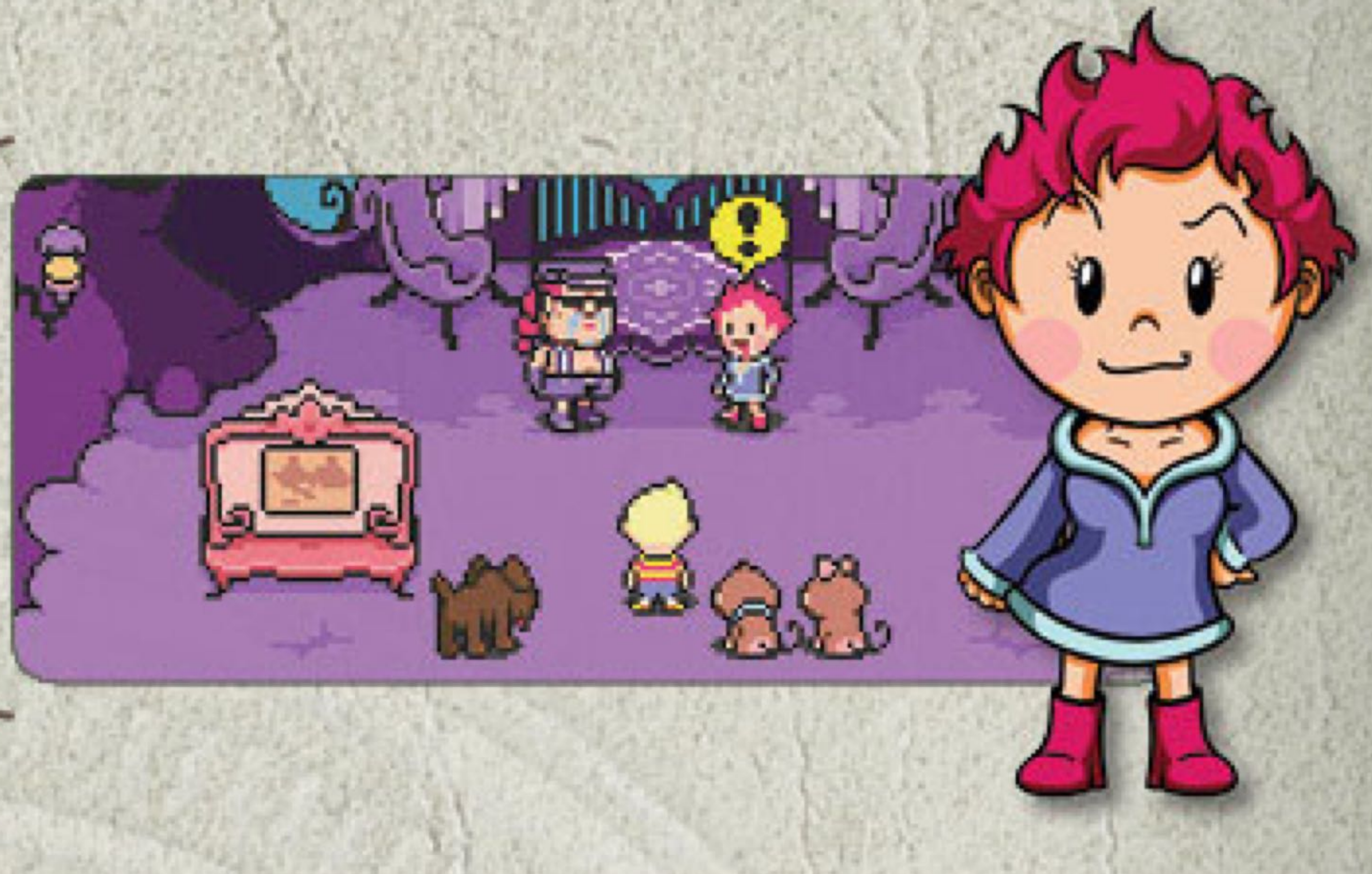
STONE COLD SKILLS

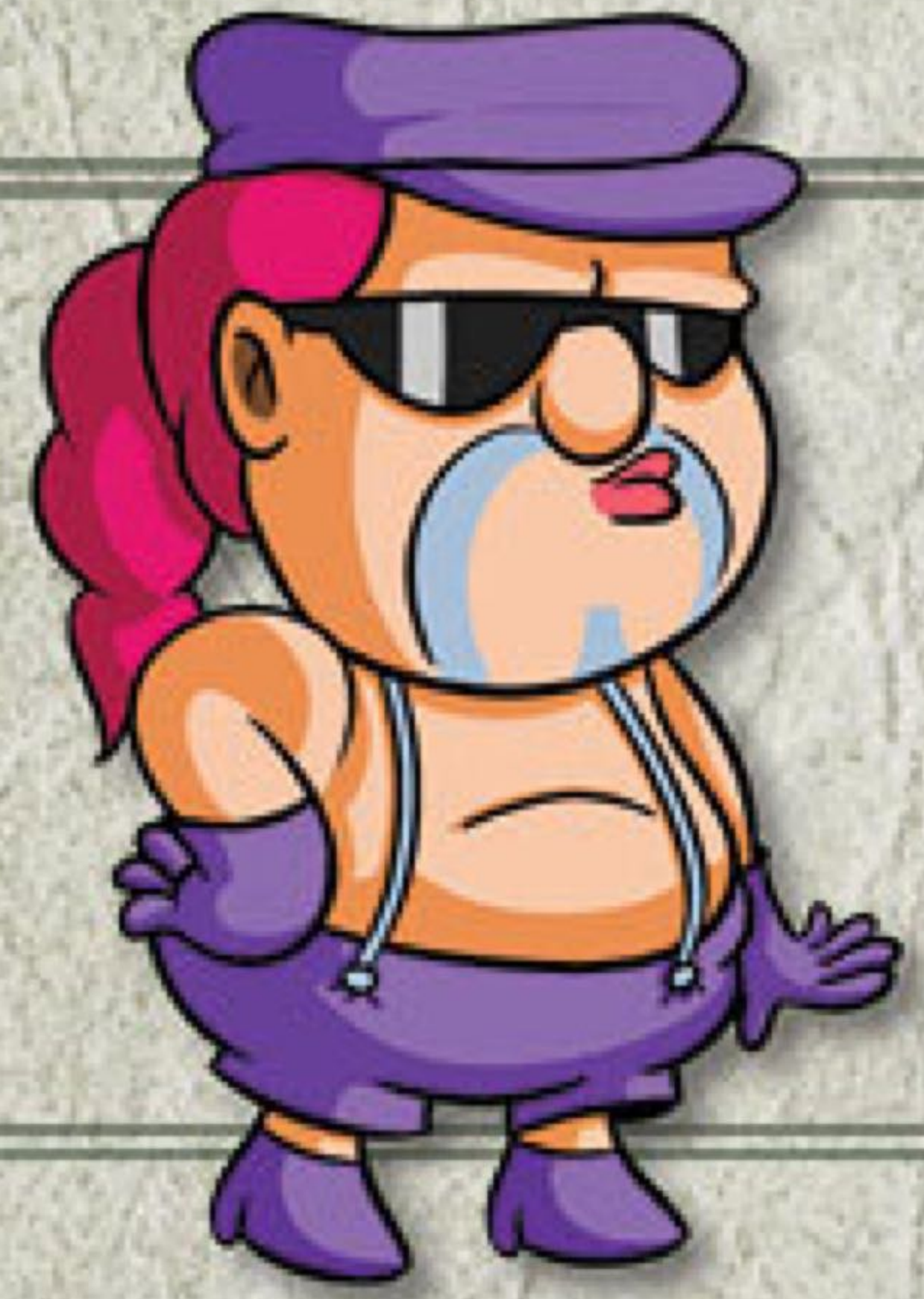
Once you follow Samba to the sealed door northeast of the Lab, Salsa will demonstrate his door-opening abilities. Shake it left or right—his other tricks won't do the trick!



POOL PROBLEM

Enter the Magypsy house and you'll find Doria and — surprise — Kumatora! Say hello and follow them outside to find out what's gone on. Doria will suggest you head back to the lab for help reaching the Needle.



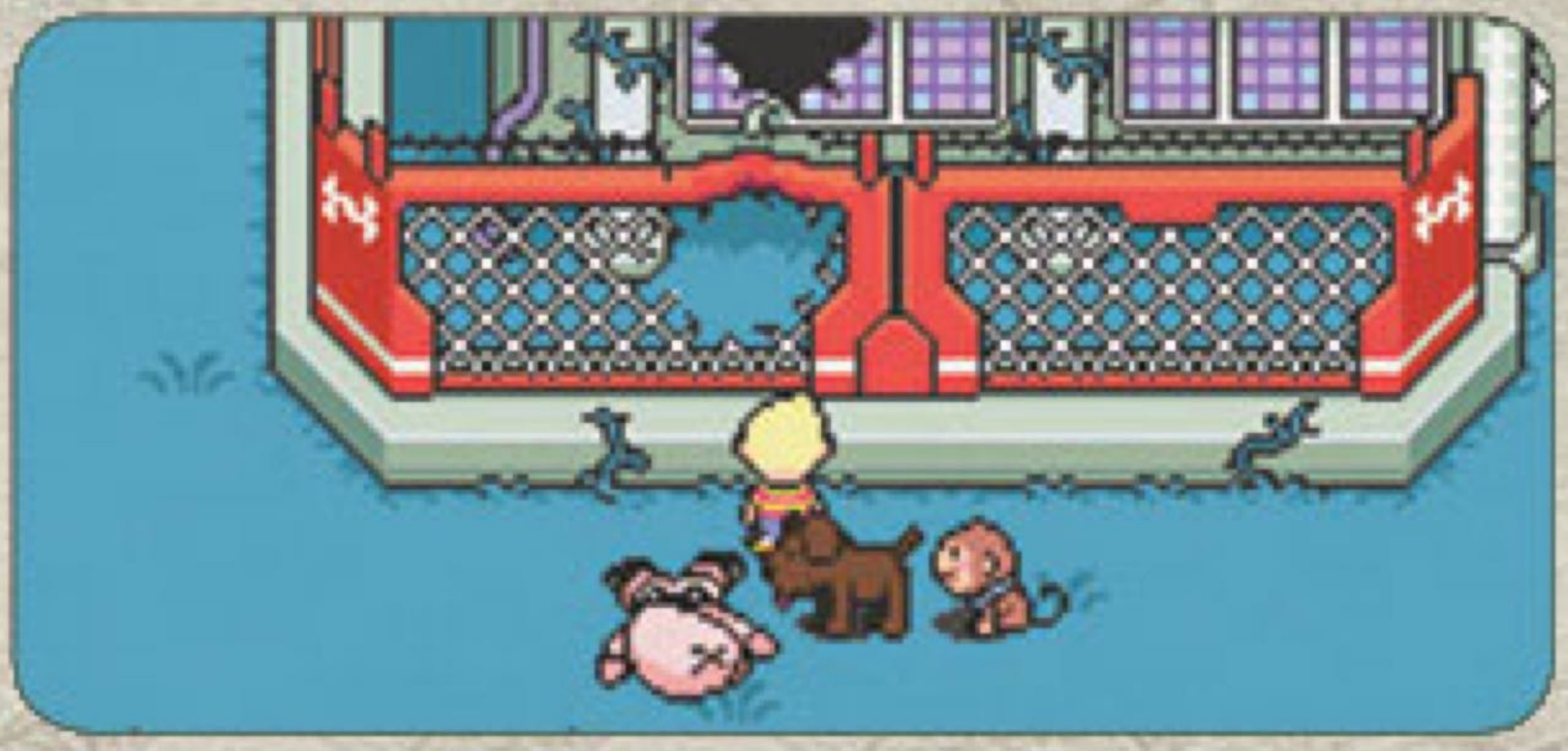


Doria

In spite of her motorcycle-gang appearance, Doria is one of the friendliest Magypsies. He cares for Kumatora after her fall and has been protecting the Needle of the twin pools.

AT LARGE

When you get back to the lab, you'll see a clear path of destruction where the Ultimate Chimera made its escape. It's in the wild—time to forget about it!

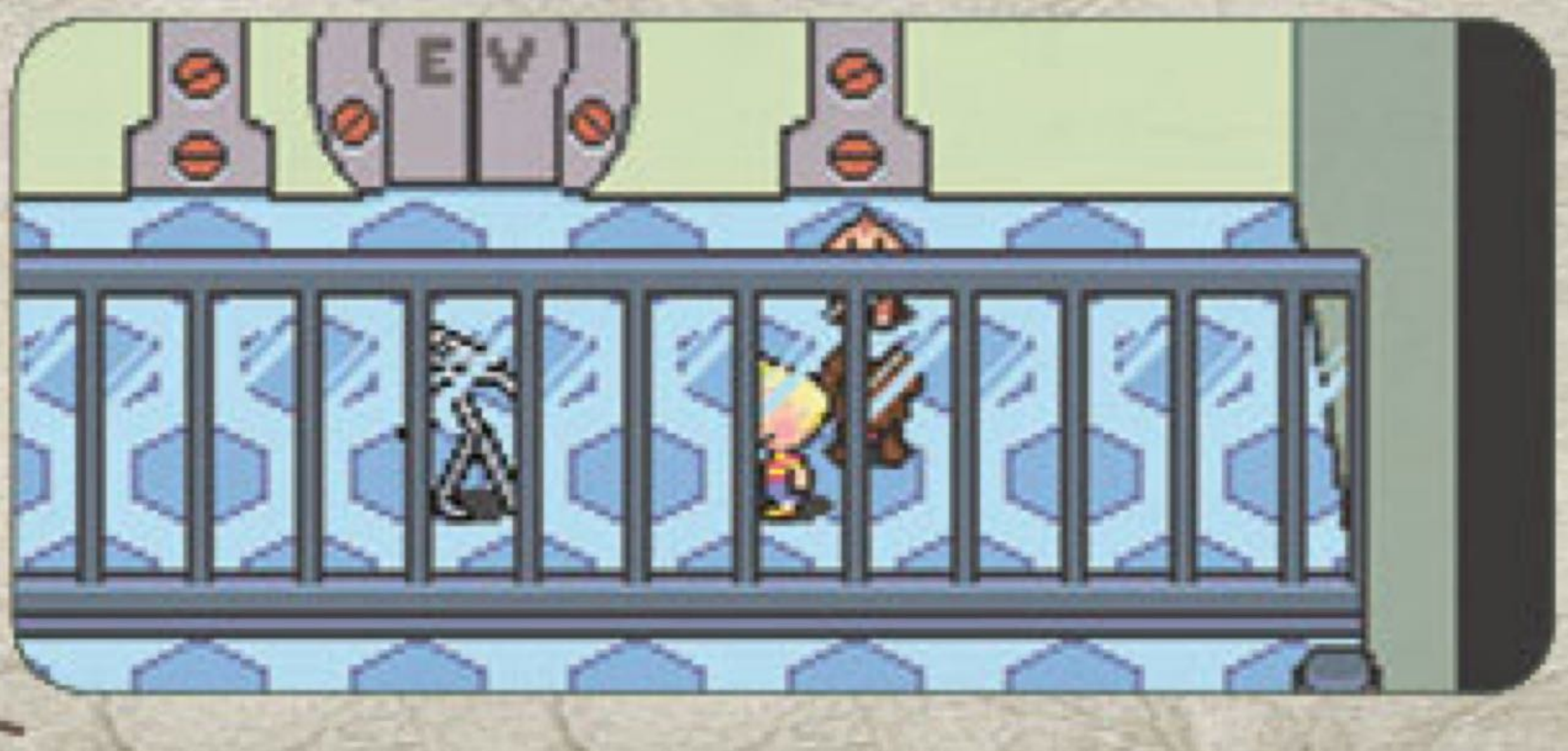


CLEANUP CREW

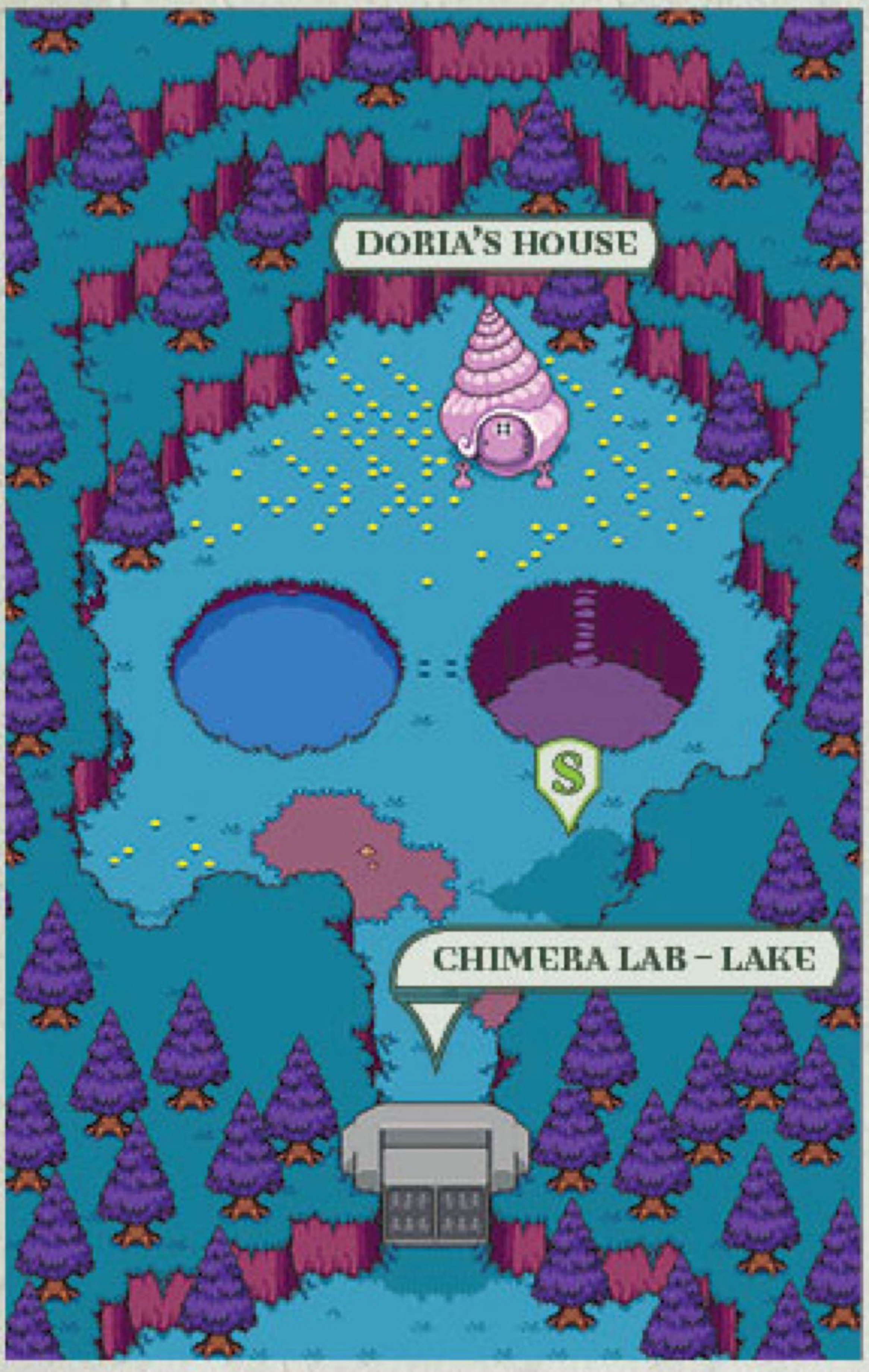
If you head back into the lab you'll see that the clean-up crew arrived while you were out. They've got captains and sentries patrolling the grounds, so it will be much more difficult to get around!

VIEWING ROOM

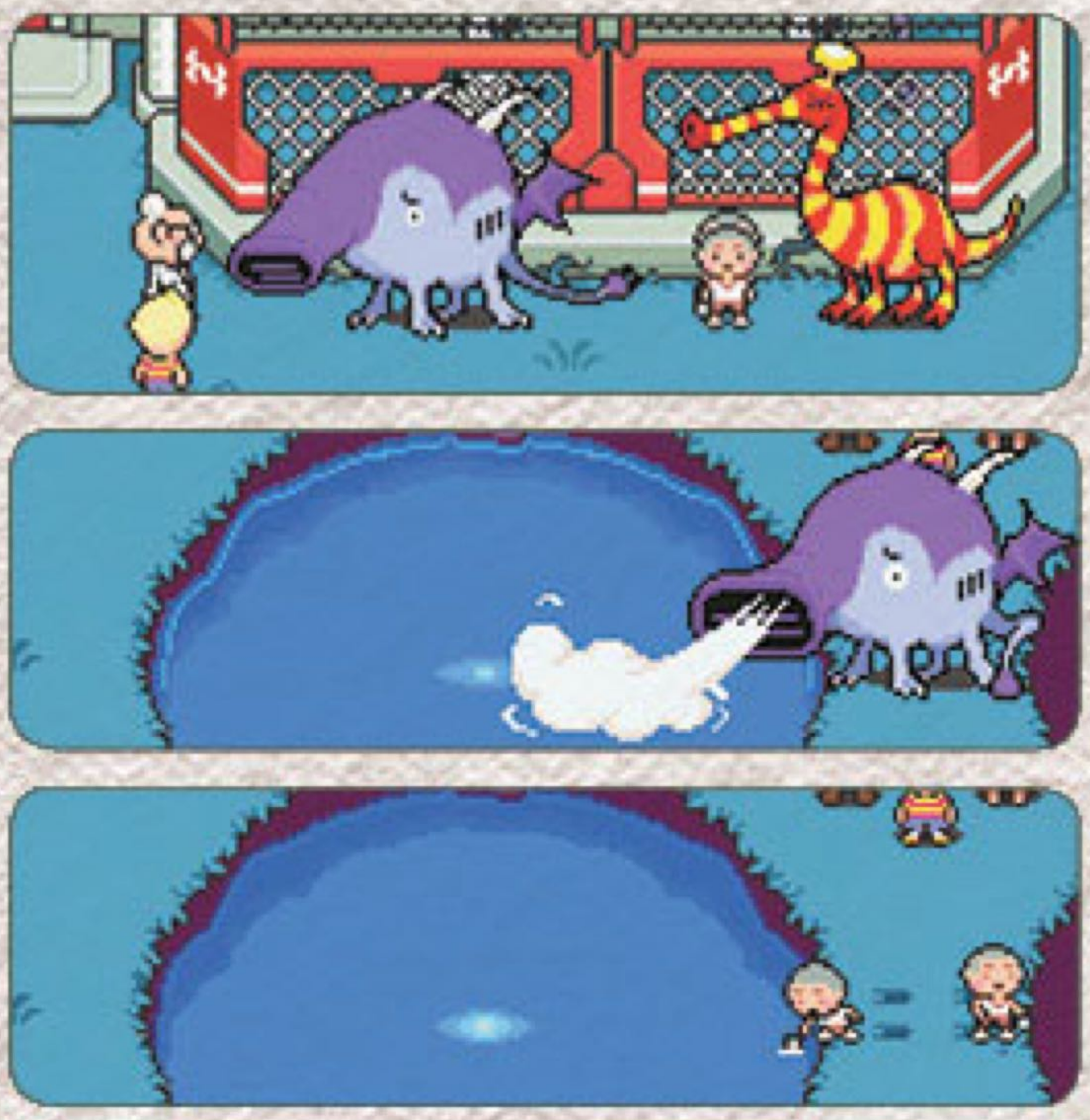
The third floor of the Chimera Lab seems to be some kind of sparse, semi-luxurious viewing room for the head honcho to evaluate new chimeras. And on the other side of the glass stalks some kind of metallic abomination!



FOREST SANCTUARY



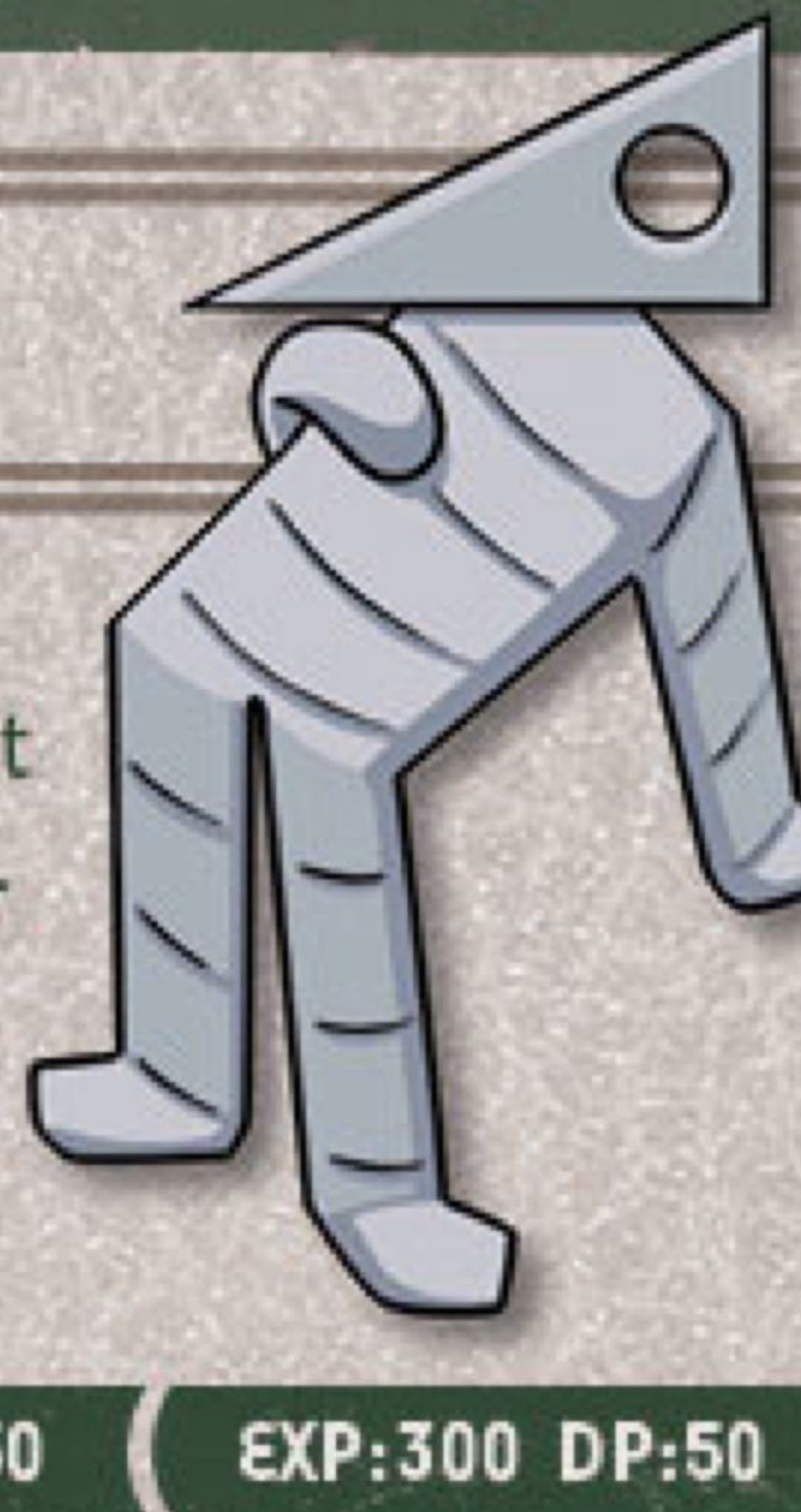
CHIMERIFFIC?!



Dr. Andonuts, fresh from the pail, wants to help out with your quest by offering a little help from the same science that was about to make you into the ultimate meal. The candidates line up for inspection. They're all pretty curious... can they really help with your pool problem?

ENEMIES

NICE POSER

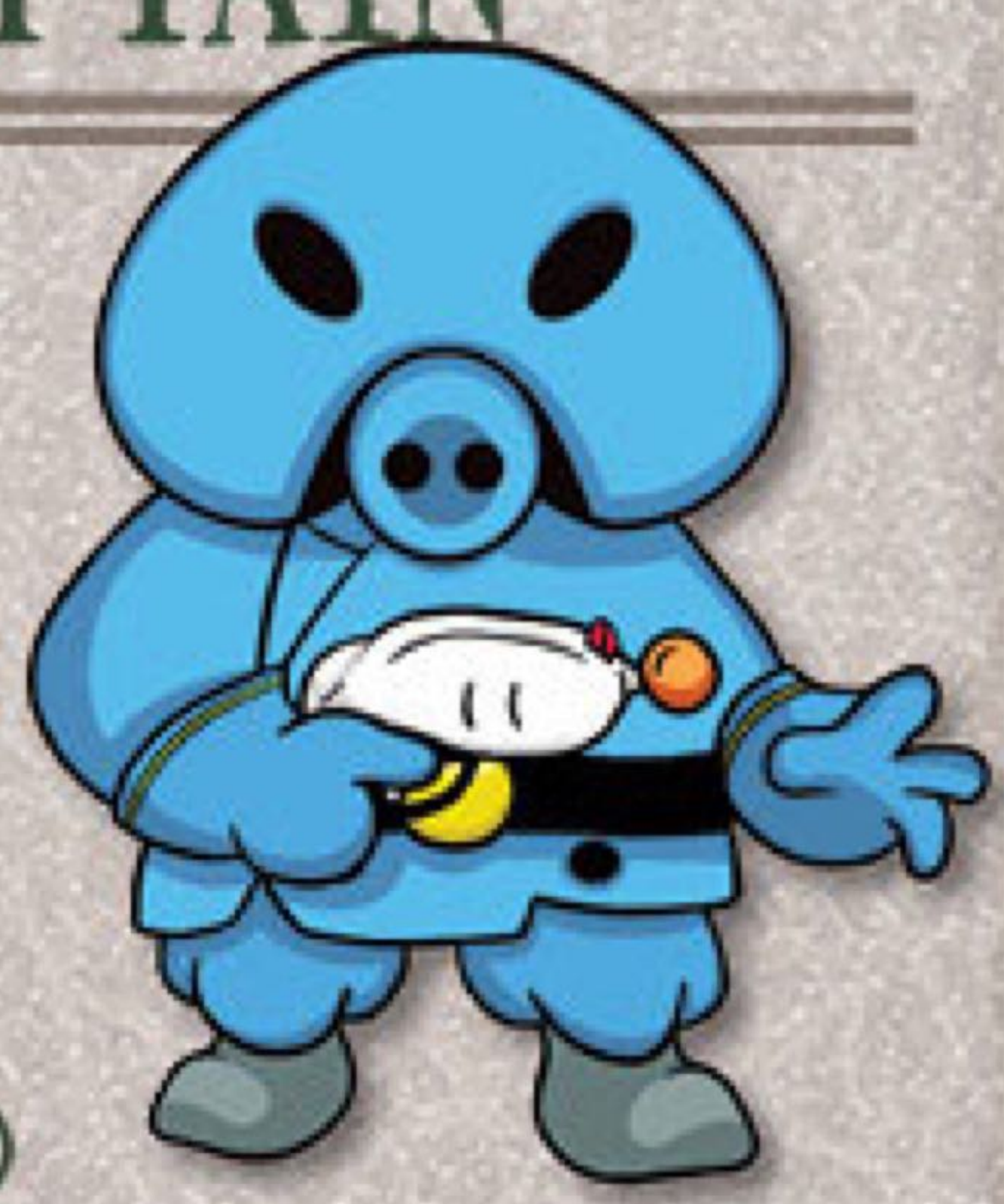


This third-floor triangular terror won't do much to hurt you beyond status effects. Don't bother using PSI on him, he's immune!

SECRET HERB (15%)

HP: 280 | OFF:50 DEF:50 | EXP:300 DP:50

PIGMASK CAPTAIN

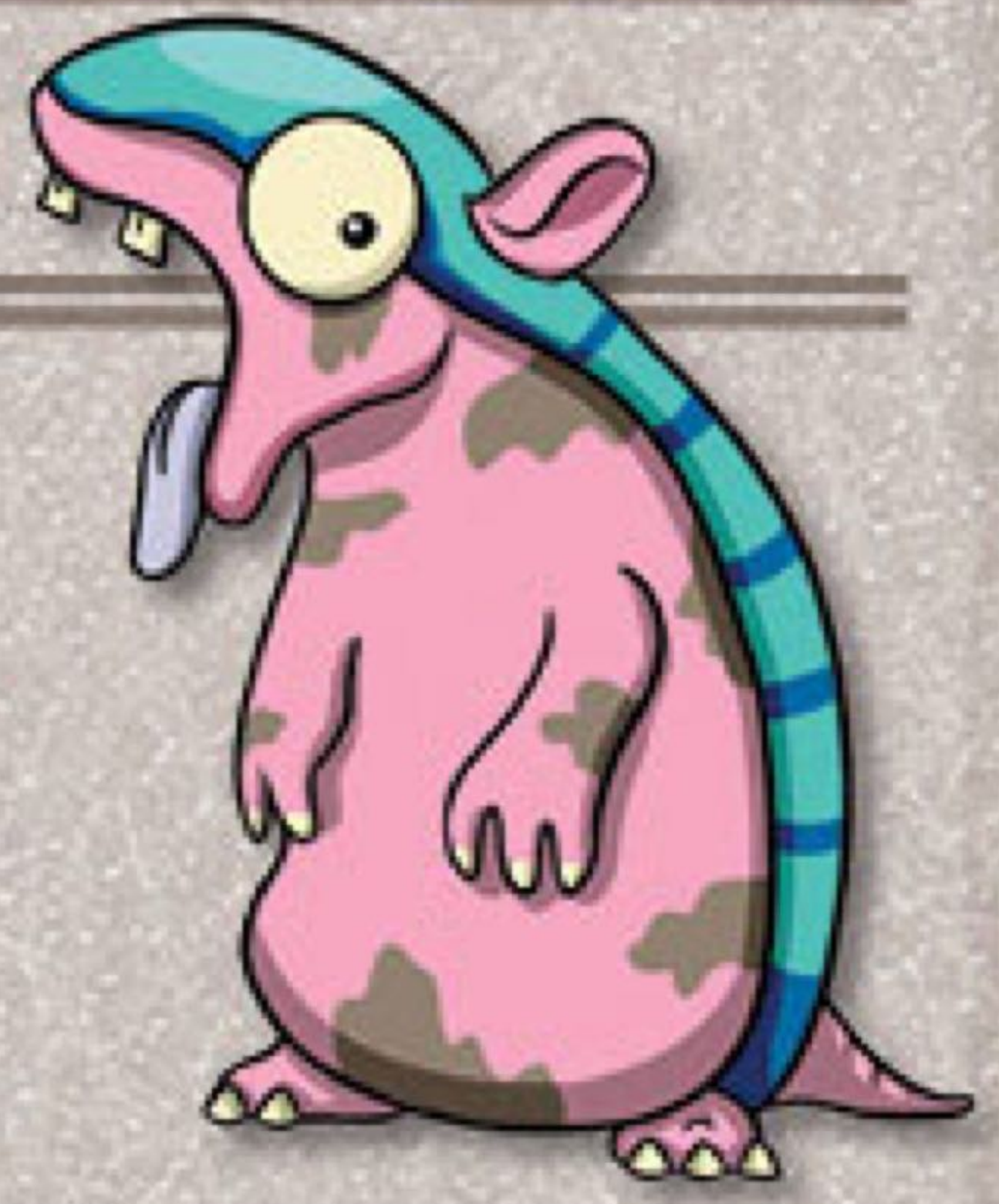


You might want to take this Pigmask seriously. His gun is pretty strong and he can take quite a few hits. DCMC goods might distract him, but you should focus on taking him out quick.

PORK NOODLES (10%)

HP: 453 | OFF:121 DEF:52 | EXP:854 DP:150

ZOMBIDILLO

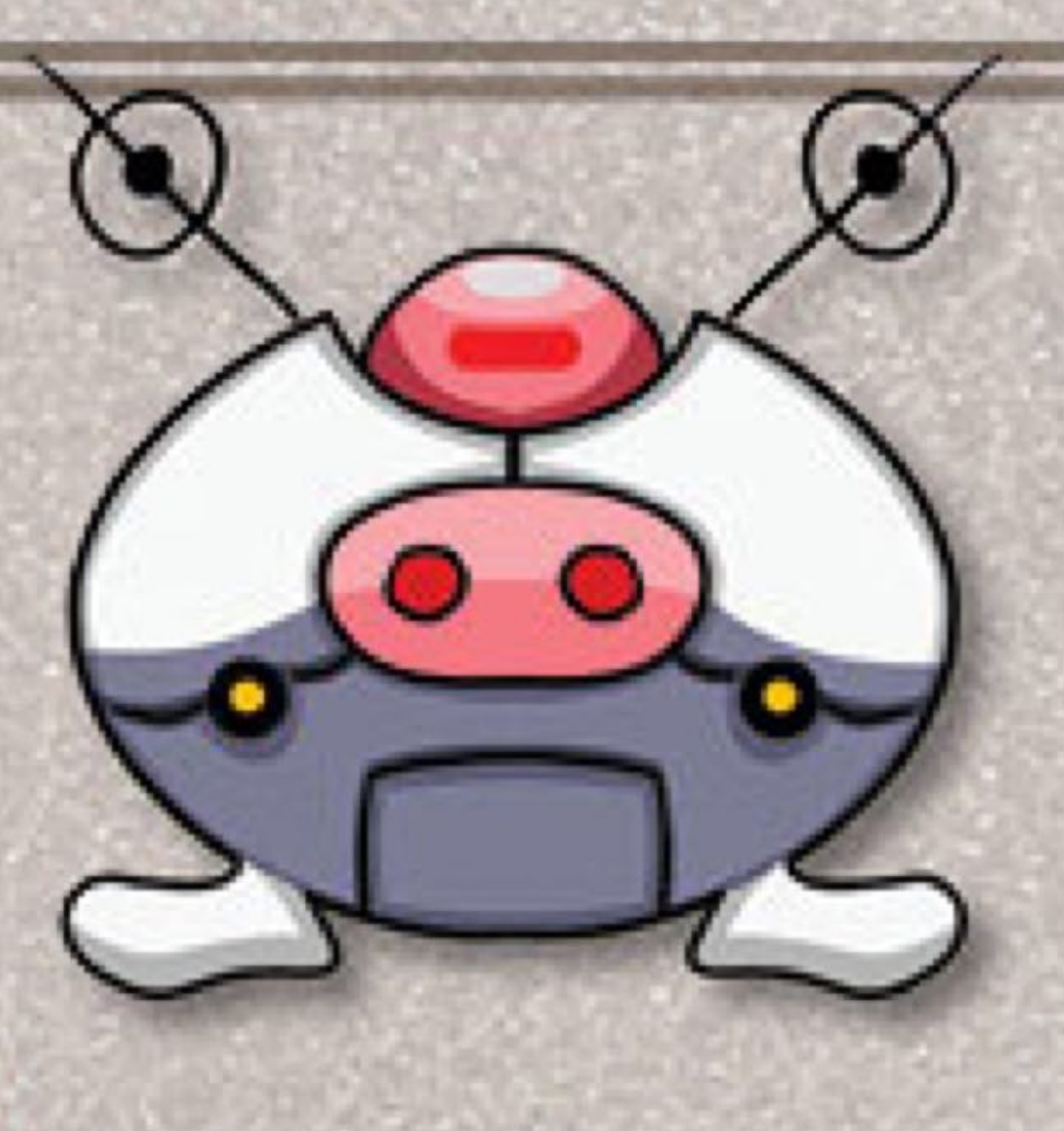


These sickly roller rats can be found in the depths of the Chimera Lab basement. They're too weak to really be a major issue.

ROTTEN MILK (5%)

HP: 372 | OFF:108 DEF:37 | EXP:522 DP:47

SECURITY ROBOT



Security Robots provide efficient automated security services, but as usual electricity is all it takes to send them crashing to the ground.

PENCIL ROCKET (5%)

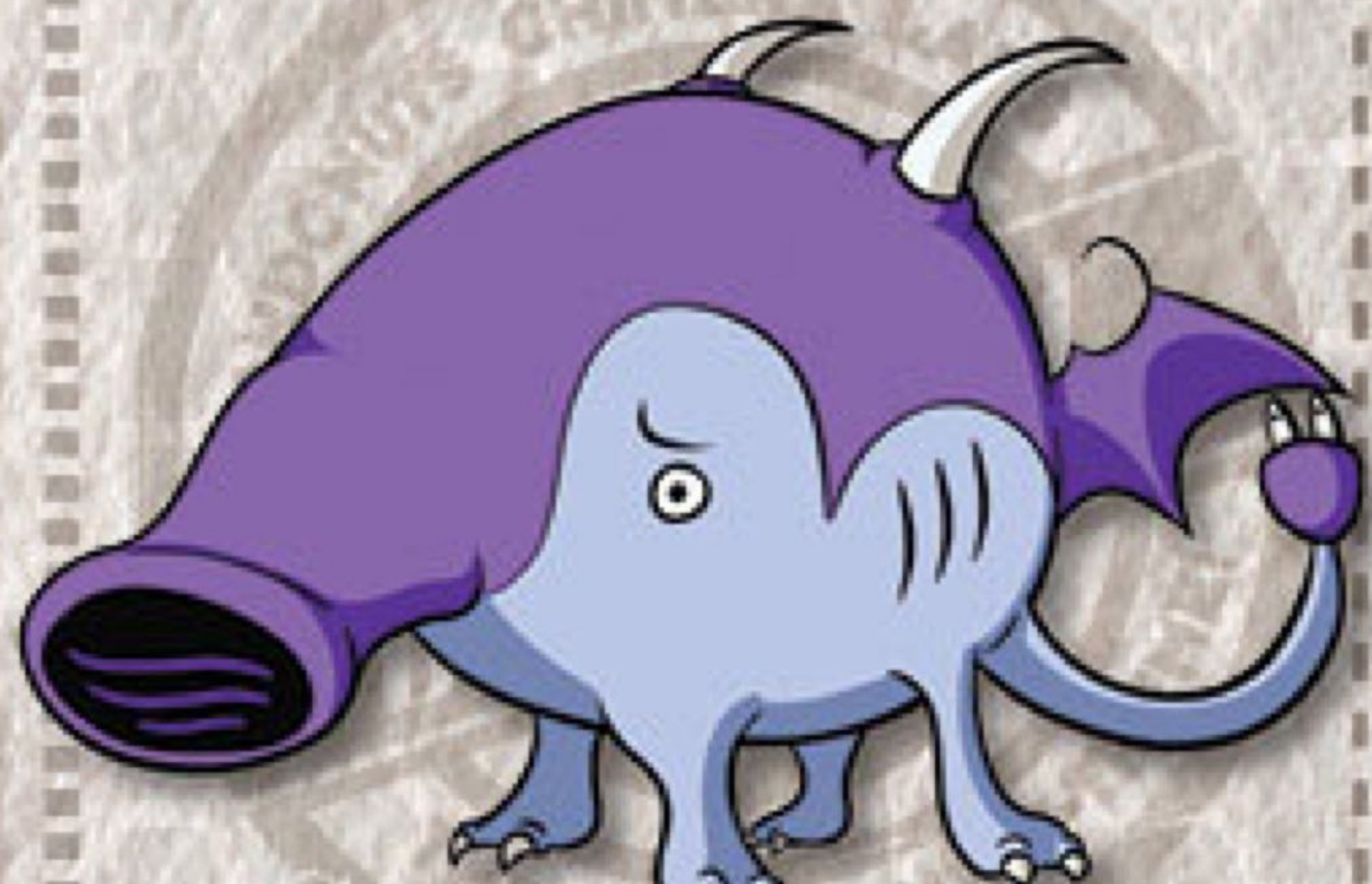
HP: 300 | OFF:90 DEF:67 | EXP:480 DP:100

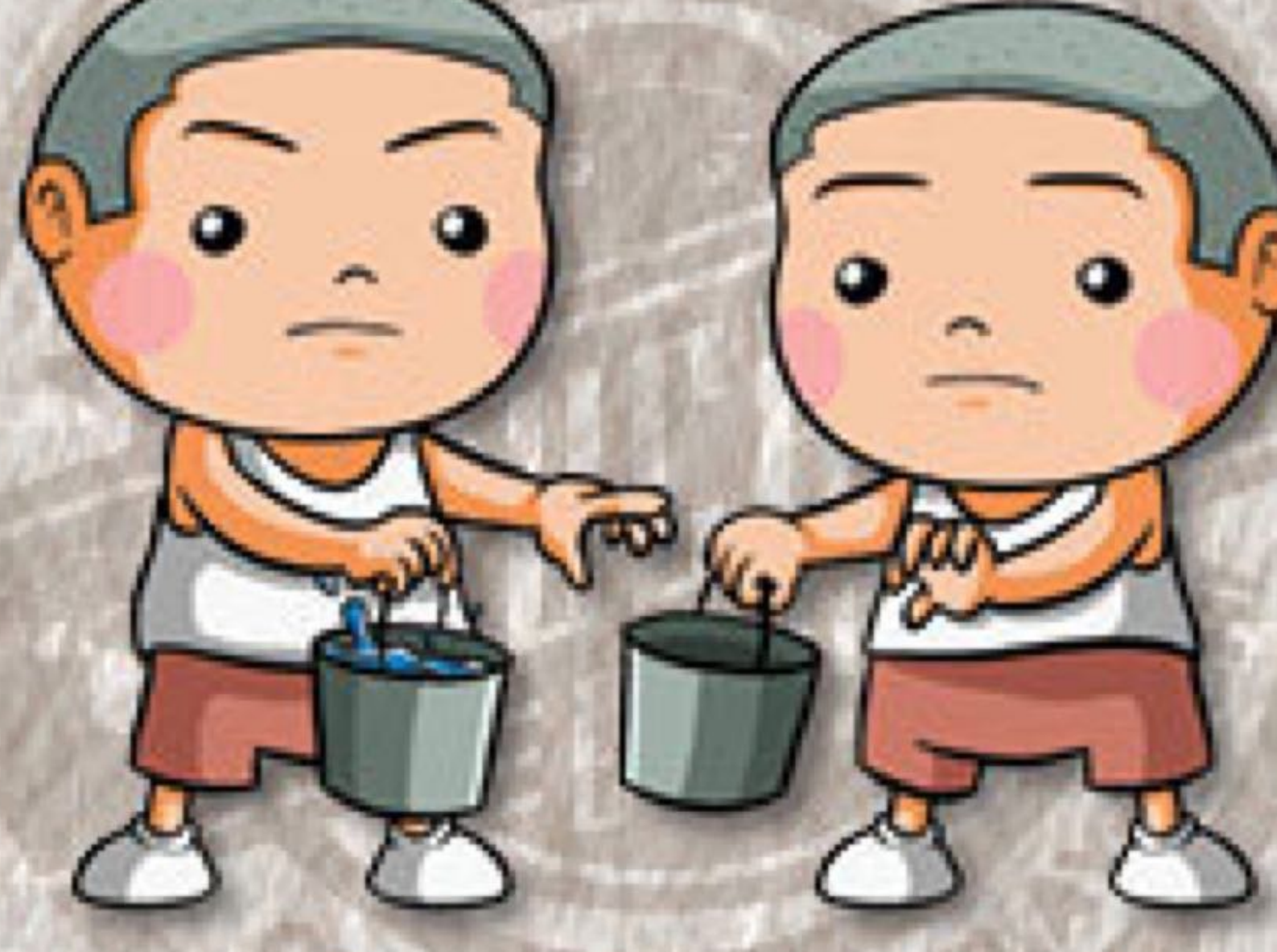
LAST DANCE

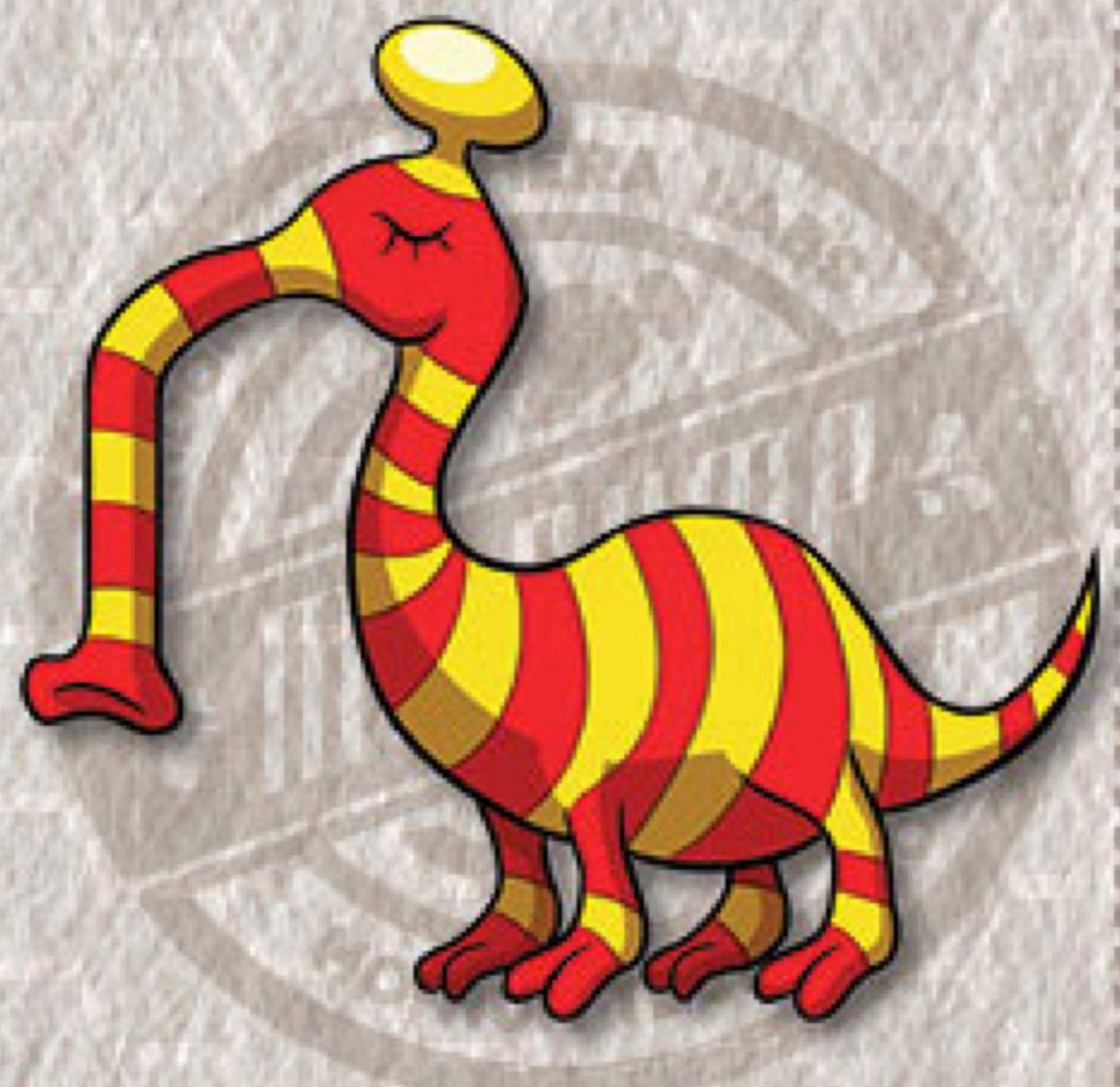
Before you start picking out chimeras to solve your pump problems, you should get ready to say goodbye to little Salsa. Don't forget to clear out his inventory, but try not to be too callous about it—he's a very sentimental monkey.

CONSCRIPT-A-CHIMERA!

Got a problem? There's a chimera to solve it! Put our practical-use chimeras to work for fast, easy results! Check out the newest line of chimeras straight from Dr. Andonuts's secret stash!







THE DRYGUY!

The latest model of Dryer Chimeras! Utilizes a jet engine! X-TREME! Dries anything in moments, even the thickest afros and mullets!

BUCKET BROS.

Combining Clayman tech with cutting edge dough wizardry! They work exceptionally hard! There's no "i" in Bucket Brothers!

MR. PUMP

It's Ho-Hum Technology! Extraordinarily ordinary! Serves but one purpose! Best to forget about this one.

THE EXCITABLE MAGYPSY

Once the Pump Chimera makes its humble exit, Lucas can finally pull the Needle. Everyone gathers to watch as Lucas takes hold of the Needle and rips it from the earth, triggering a massive quake. Doria begins to fade away, handing Lucas her memento (if your inventory is full, check inside her house later). With Kumatora back, it's time to move onward to the next Needle!

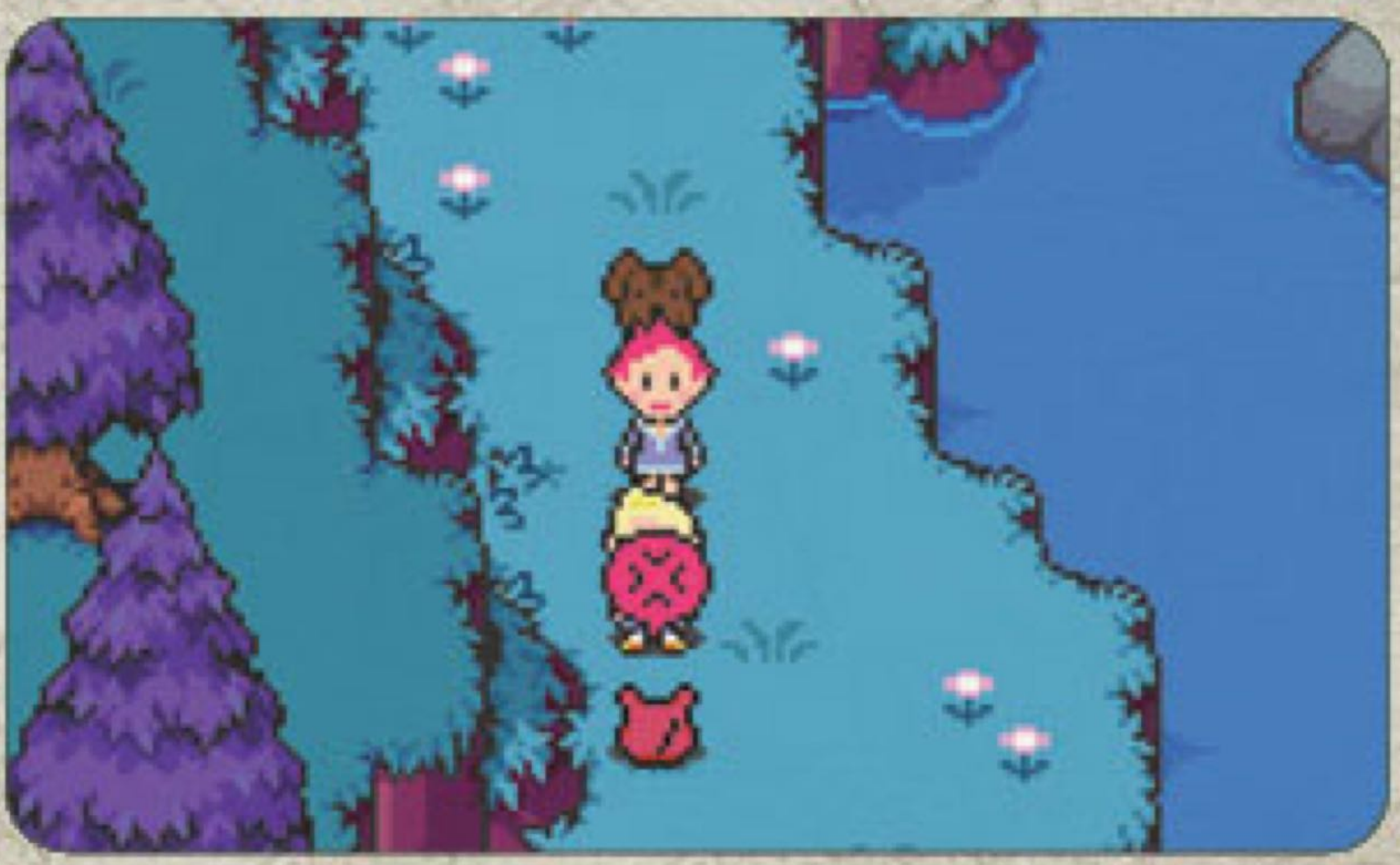
CHAPTER no 7

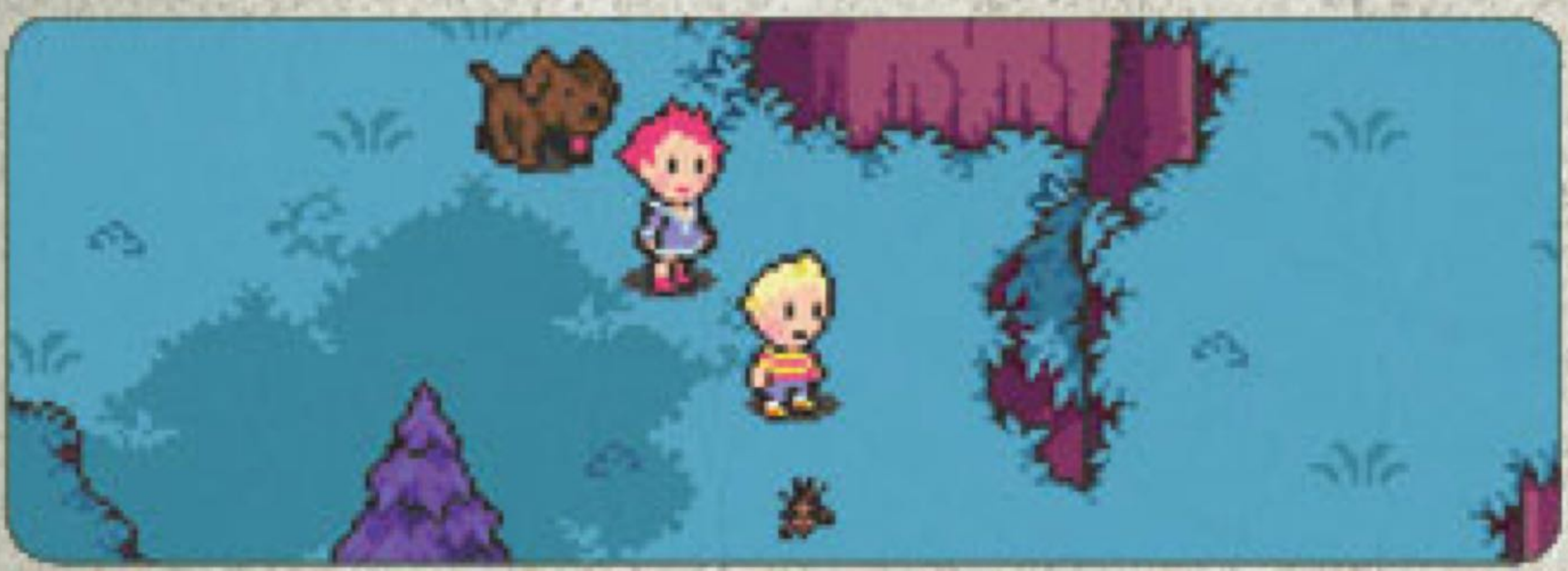
PART III

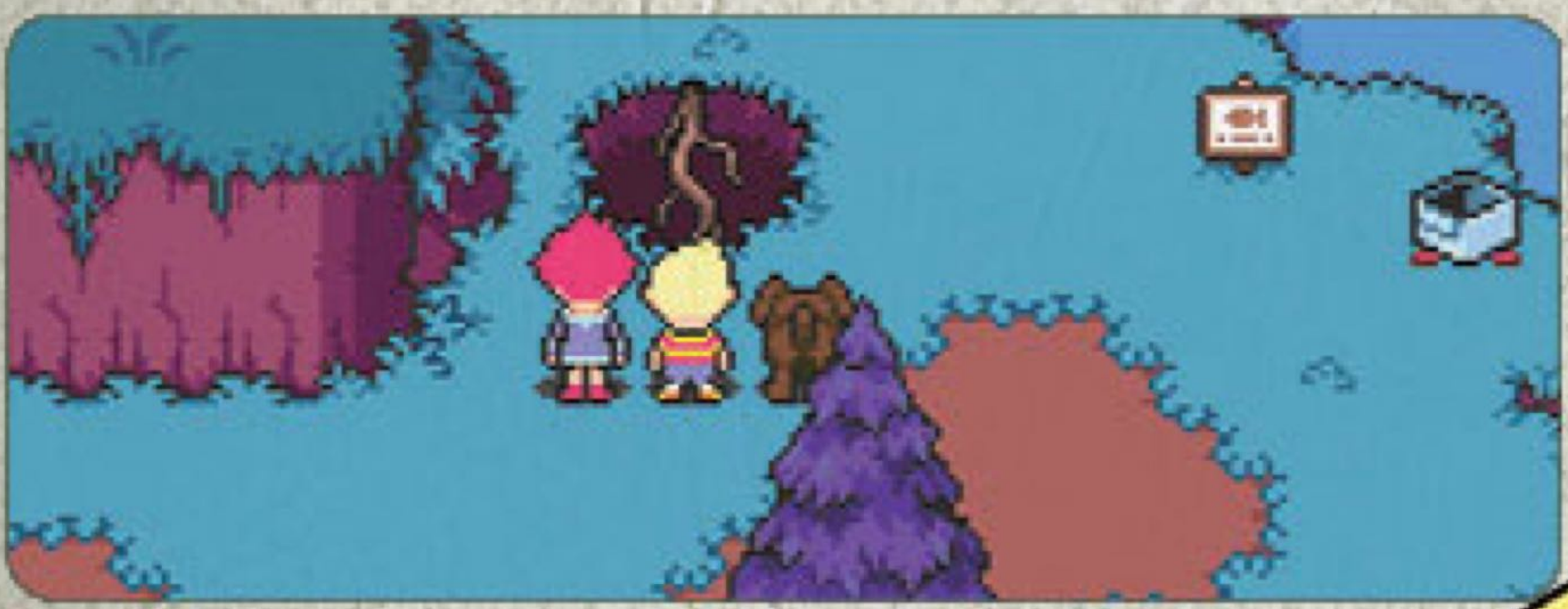
HOLES TO HEIGHTS

So Speaks THE SQUEEKZ

You might encounter a rodent as you head away from the pond. Teach him a lesson and you'll learn that he's not just any wannabe—he's the father of those scattered highway mice! Getting walloped can change a mouse's priorities.







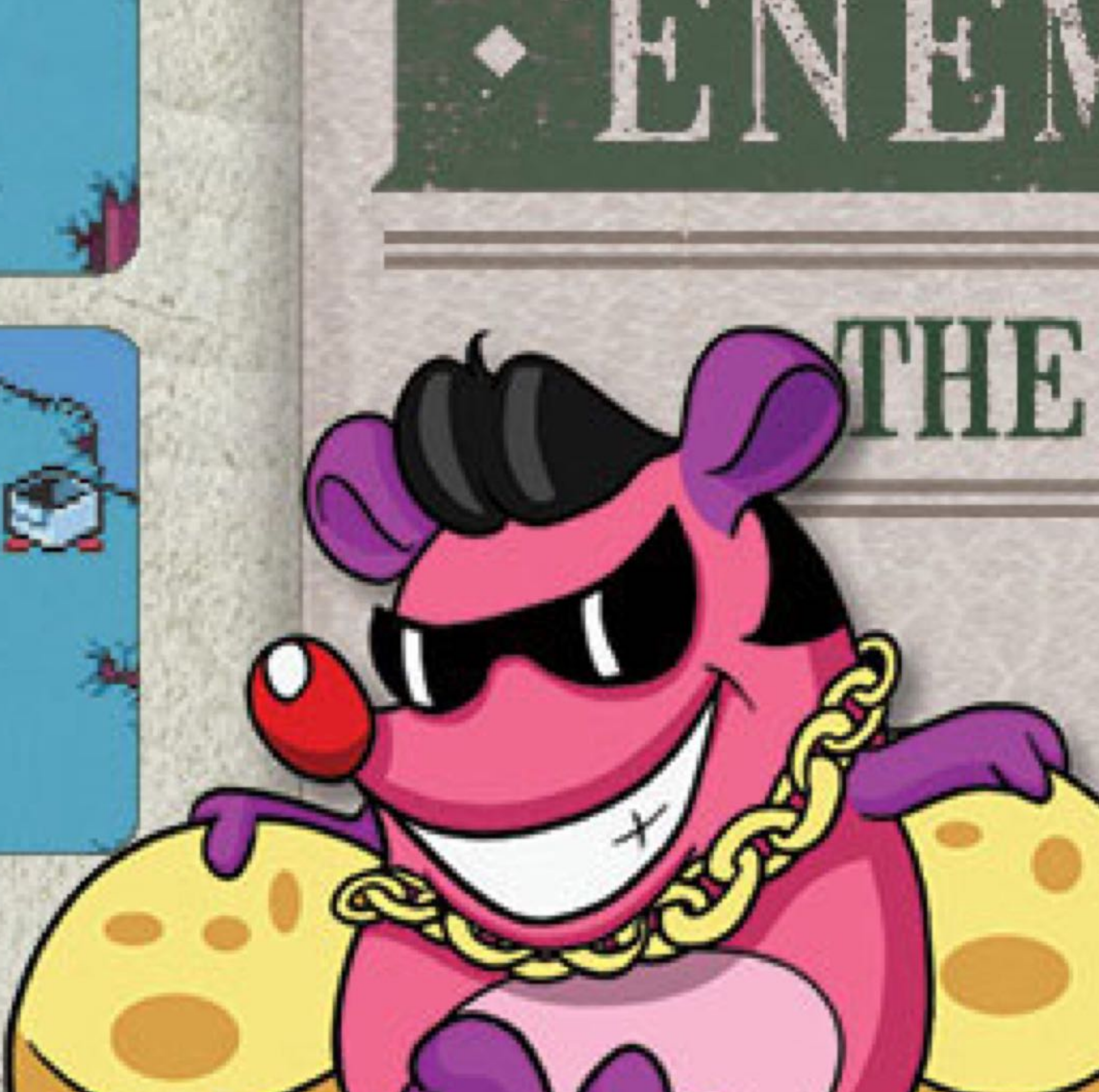
EYE OF THE CRICKET

As you head toward the Ropeway, you'll run into an old rival. For three long years he has been training for a rematch, and he won't let a simple 'No' stop him from achieving his goal. To the Cricket Dome!

ENEMIES

THE SQUEEKZ

MINI-BOSS



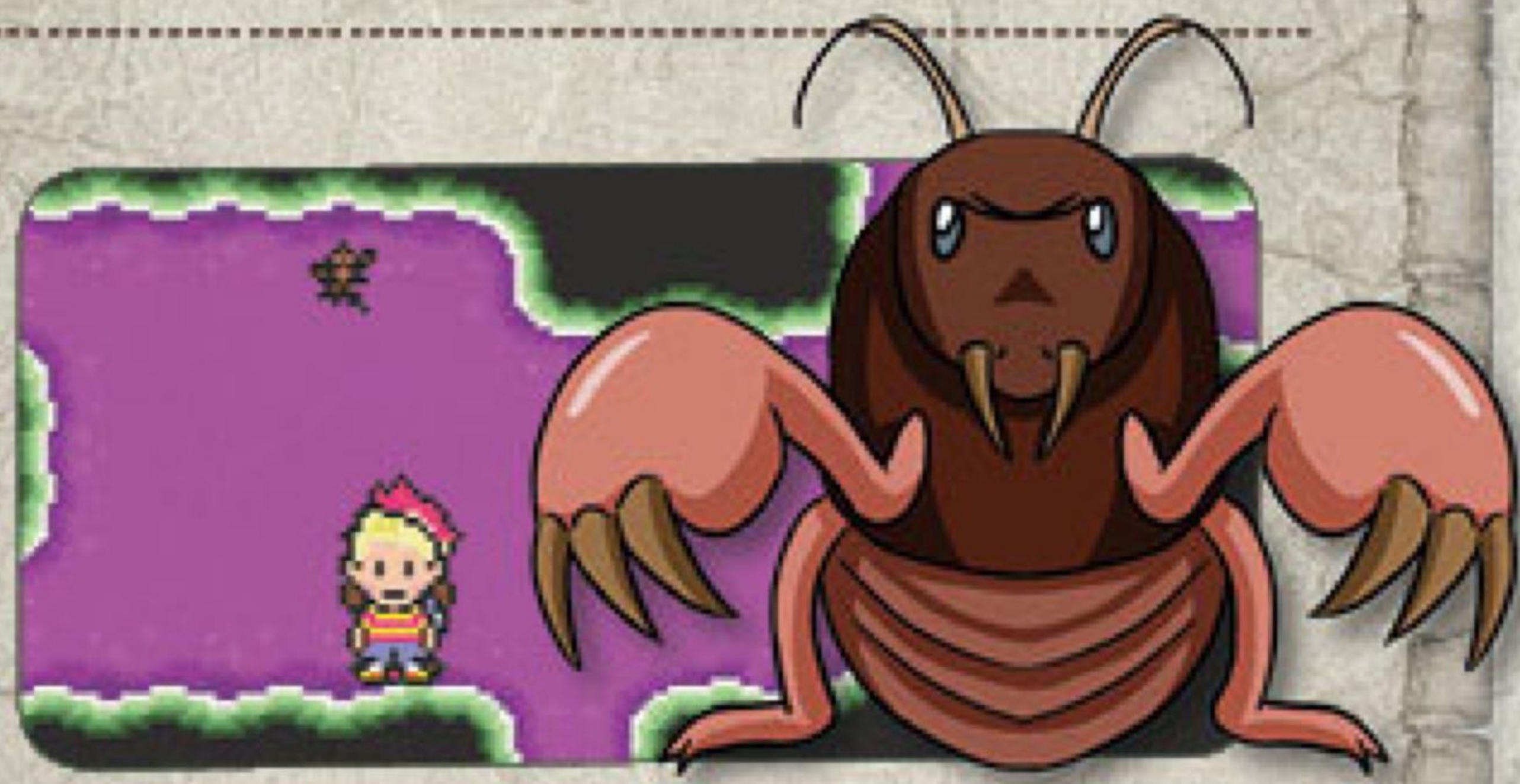
'Eyyyyy! He may act street-savvy, but a single round of combat is probably enough to send him back to the highway.

HP: 320 | OFF:78 DEF:41 | EXP:157 DP:23

THE BLIND LEAD THE BLONDE

After the battle, the mole cricket elder decides to help you out. He doesn't know anything about the Needles or the Dragon, but he suggests you pass through the mole cricket tunnel anyway. Who knows what you'll find on the other side?

O'BROTHER

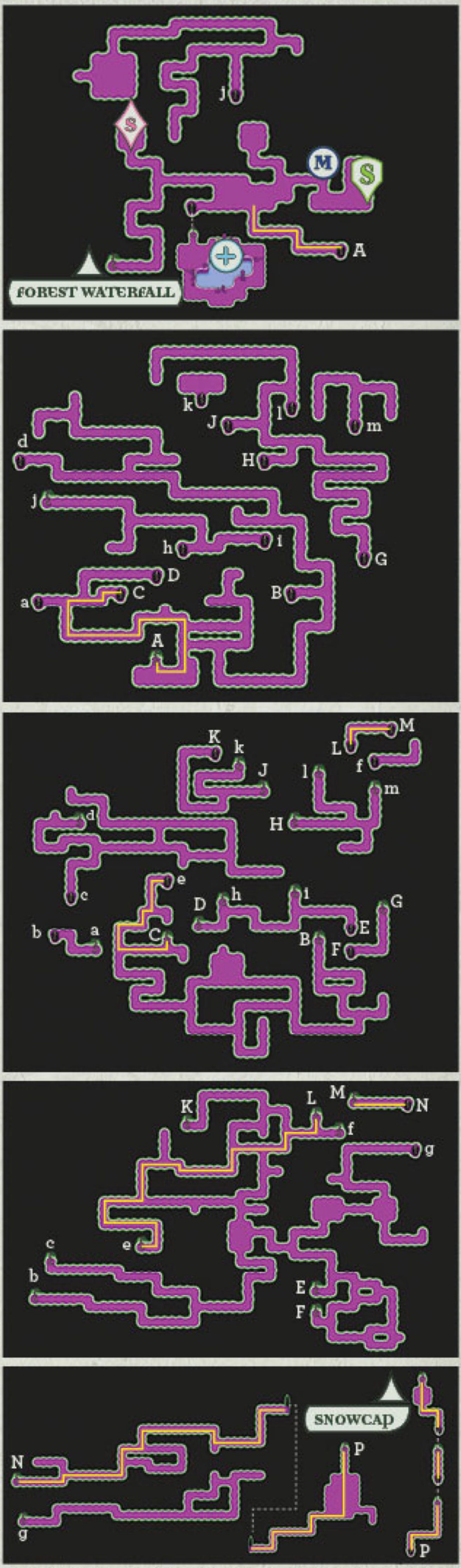


When Lucas decides to conquer the mole cricket hole, the champion lends you his little brother to lead you back if you get lost. The depths of the hole are a confusing maze, so he might come in handy!

DOUBTFUL
Sincerity

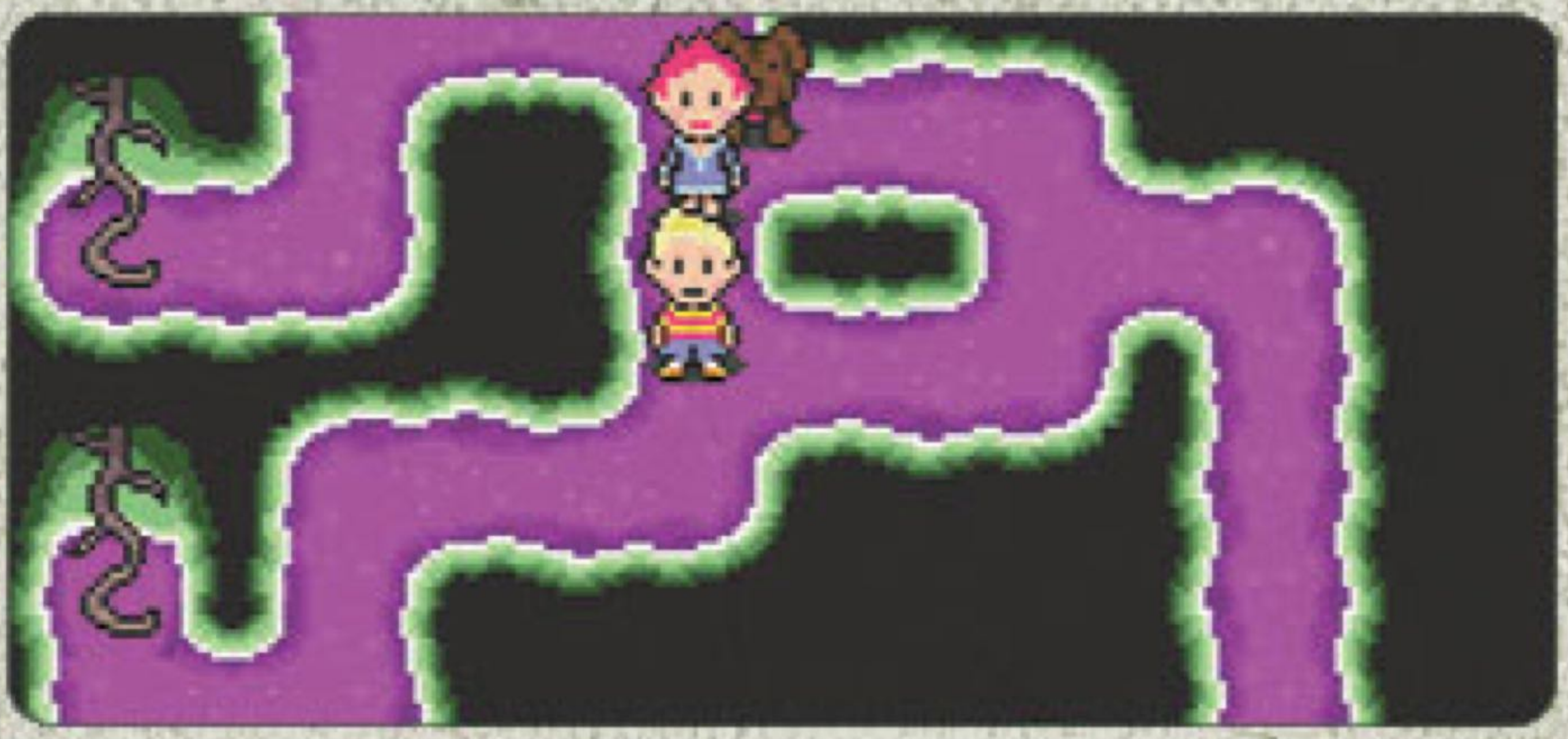
You've got an opportunity to score the most sincere food in all the world—no food is prepared with the level of honesty found in Sincerity Dumplings! Honestly though, the Hot Spring Eggs are a much better deal.

THE MOLE CRICKET HOLE


FOREST WATERFALL
j
A
k J l m
d H
j
h i G
D C
a B
A
K k M
J L f
l m
d H
e
c
D h i G
b a E
C B F
K L M N
f
g
c e
b
E
F
SNOWCAP
N P
g P

YOU HAVE TO TAKE TURNS

The tunnel paths are sinuous, but there's a secret: turn at every chance. It's not the fastest way, but it will get you through. No enemies to worry about, so take your time. If lost, use the Mole Cricket's Brother to start again. Use the yellow path on the map (left).



SLIPPERY SLOPES

Beyond the mole cricket tunnels is a snow-covered mountainside. The path is fraught with dangerous battles with wolves and yetis, but that's beginning to seem like the usual.

EXTREMELY CONVENIENT STORE

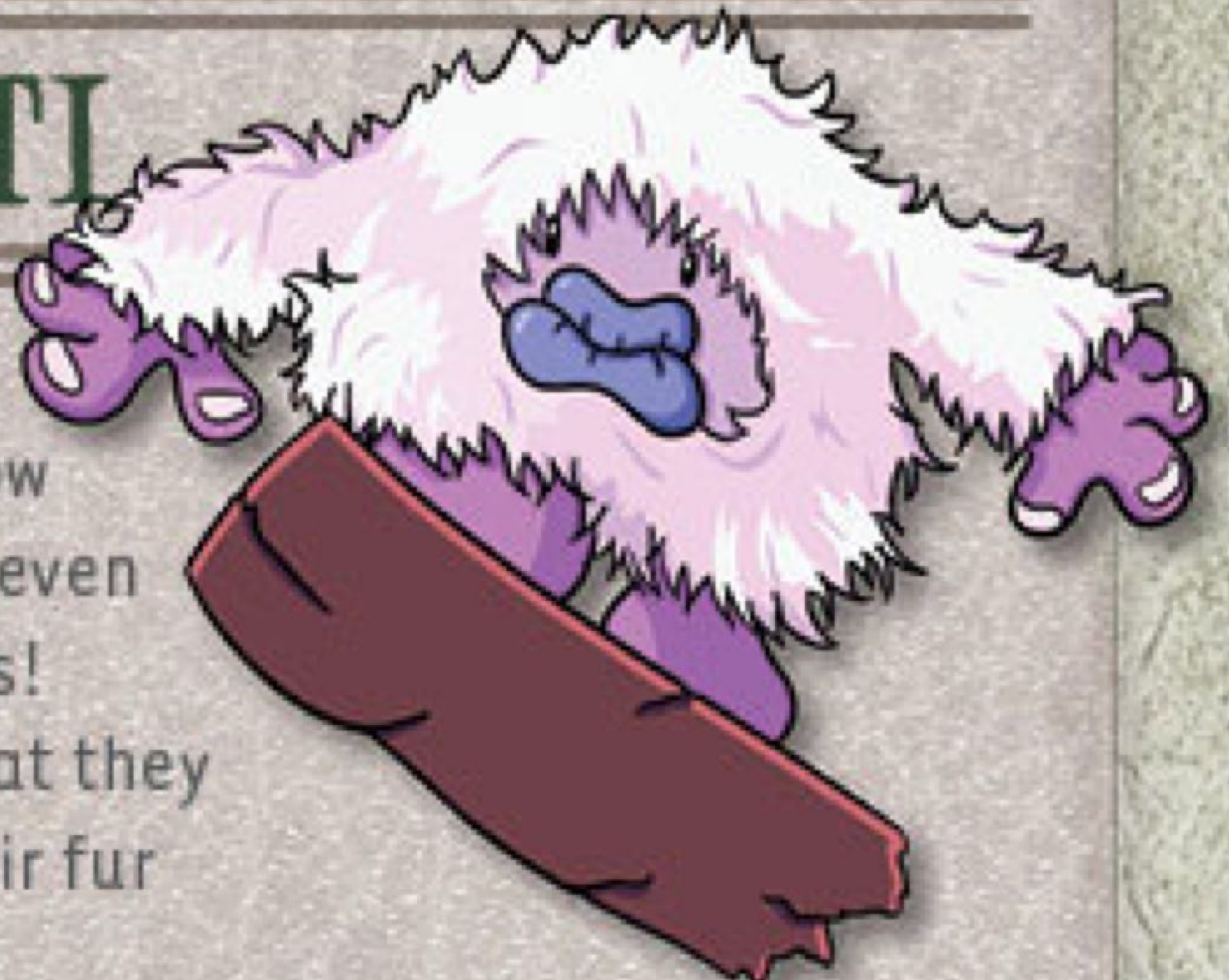
Nearing the top, a mole cricket will catch up with you. He's decided to travel and sell the junk he picks up along the way. Don't be surprised if you see his entrepreneurial buddies popping up in all sorts of places now!

CRICKET SHOP

Sincerity Dumplings	100 DP
Heavy Sweater	1000 DP
Bantam Charm	540 DP
Bear Cap	720 DP
White Ribbon	520 DP
Cancer Bracelet	1000 DP
Double Jerky	240 DP
Flea Powder	30 DP
Secret Herb	600 DP

ENEMIES

TEN-YETI

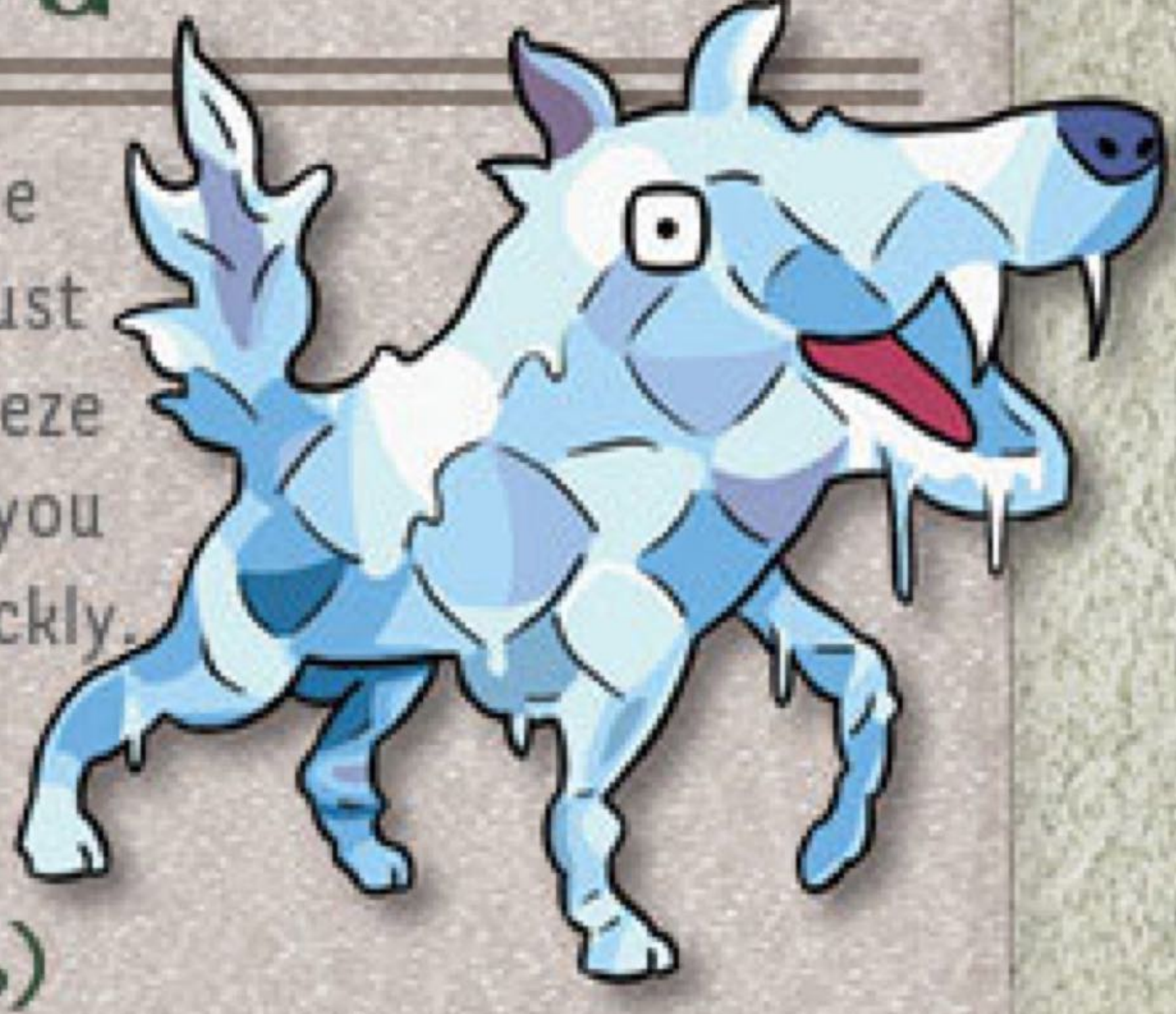


These happy snowmen will throw anything at you—even nearby Chilly Dogs! Just remember that they cry easily and their fur is flammable.

LUXURY BANANA (15%)

HP: 653 | OFF:112 DEF:47 | EXP:633 DP:85

CHILLY DOG

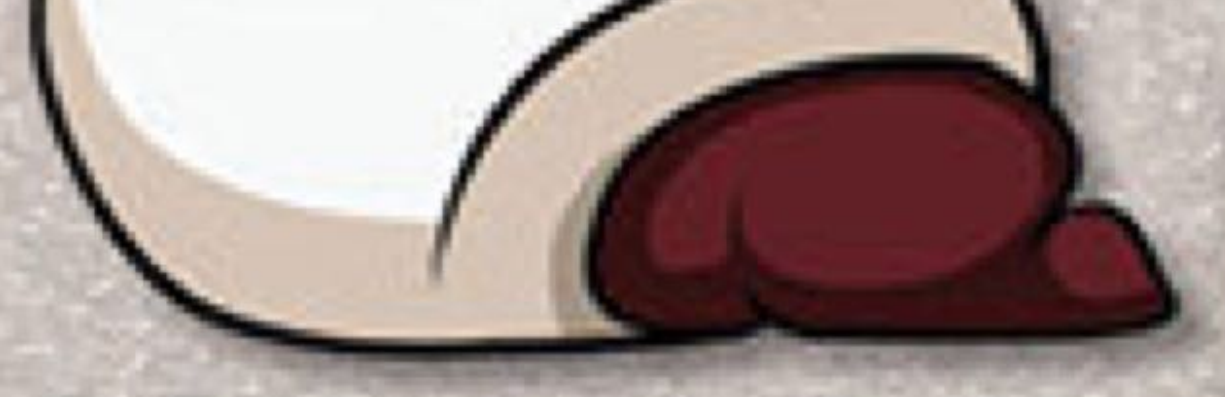


These doggies shine like diamonds, but they're just imitations. They can freeze you and howl for help if you don't take them out quickly. Melt them with fire and they'll slink away.

SECRET HERB (10%)

HP: 337 | OFF:108 DEF:40 | EXP:505 DP:68

FROSTED BUN

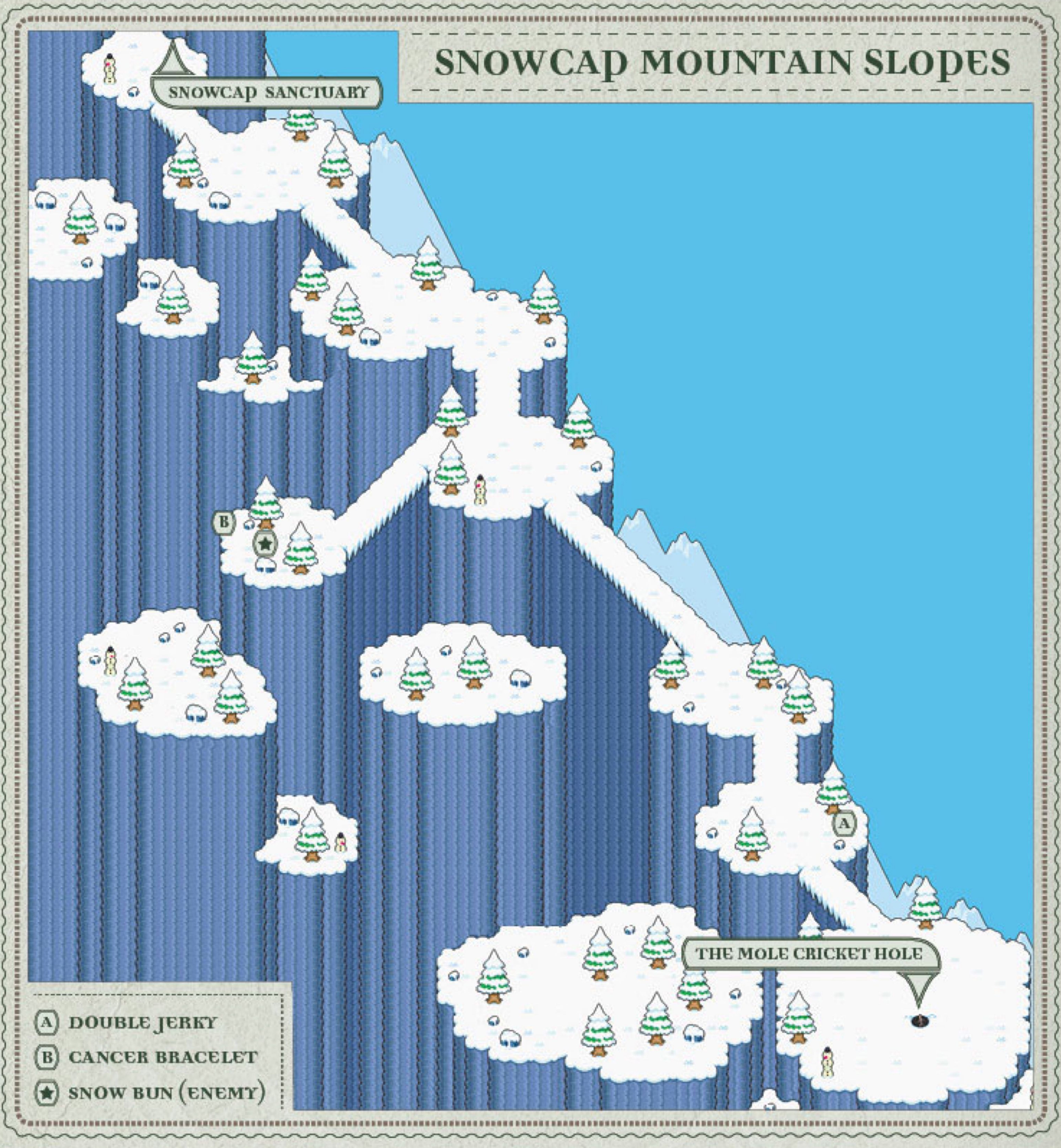


RARE!

While on Snowcap Mt., you might see what looks like a white rock. That's a Frosted Bun, a timid but rare creature. Its freezing attacks hurt, so melt it with PK Fire.

MAGIC TART (10%)

HP: 522 | OFF:95 DEF:38 | EXP:1800 DP:300

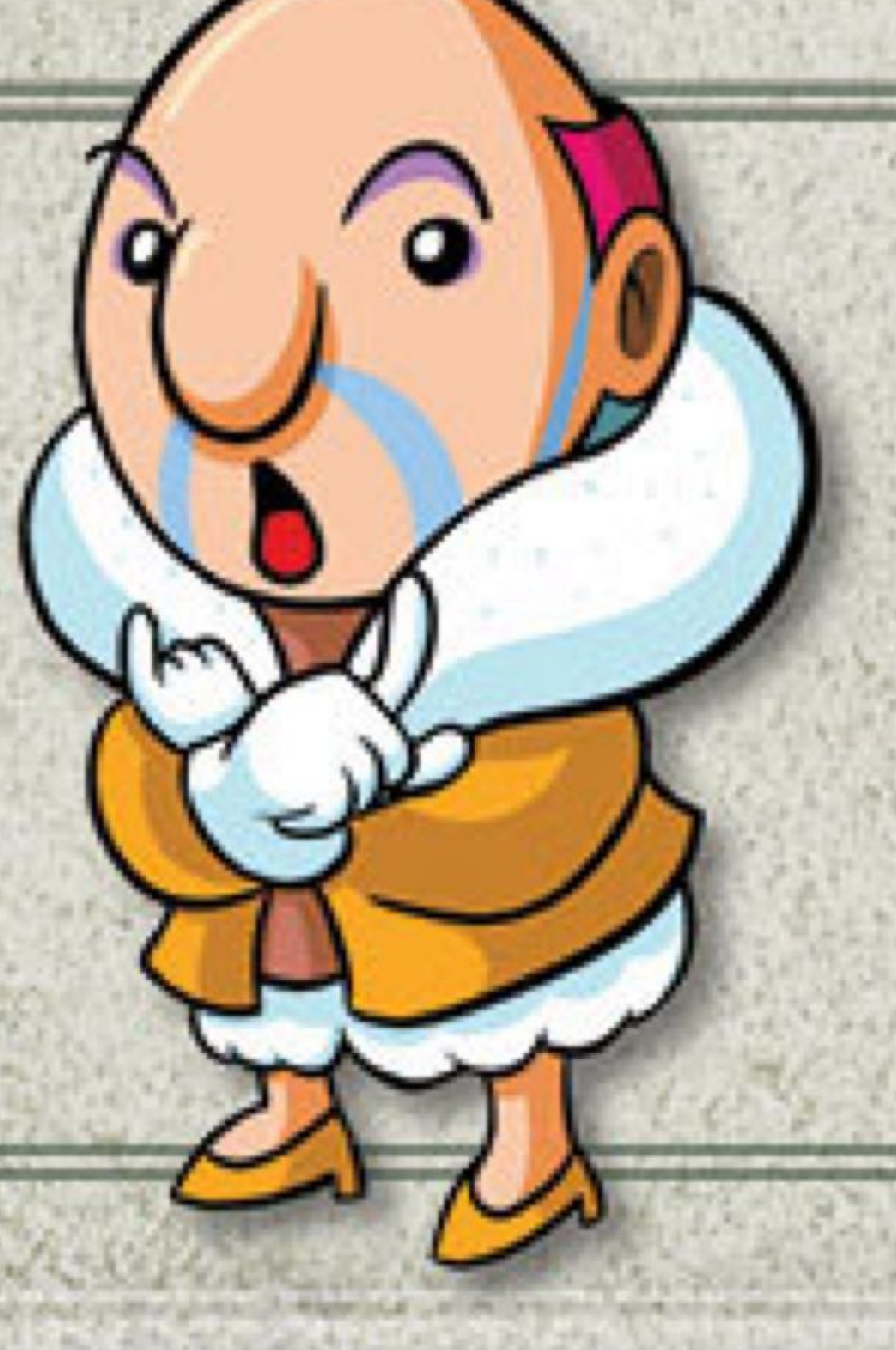


SNOWCAP MOUNTAIN SLOPES

SNOWCAP SANCTUARY
THE MOLE CRICKET HOLE
A
B
★
Ⓐ DOUBLE JERKY
Ⓑ CANCER BRACELET
★ SNOW BUN (ENEMY)

UNEXPECTED VISITORS

At the top of the mountain you'll find Lydia tending to her snow bunnies. She invites you in from the cold. It seems she didn't expect to see you any more than you expected to find her!



Lydia

Lydia is surprisingly warm-hearted given her cold environment. Extending her care to all corners of the mountaintop, she tends to rabbits and creates talkative snowmen to liven up the environment. She even lends her prized fluffy bed to a sick Pigmask lost on Snowcap Mountain.

PREPARATIONS

Before progressing any more, get your inventory spruced up. Heal up in the hot spring, update your weapons, and give Boney plenty of PP- and HP-restoring items!

AN OMINOUS SOUND

Lydia explains his misgivings and dutifully opens the door to the next Needle. Before exiting though, the sound of invaders fills the air. Rushing outside, the party finally confronts the Masked Man aside a freshly-pulled Needle! After a brief glare at Lucas he flies off, leaving an irate ape in his wake.

NEEDLE·BOSS

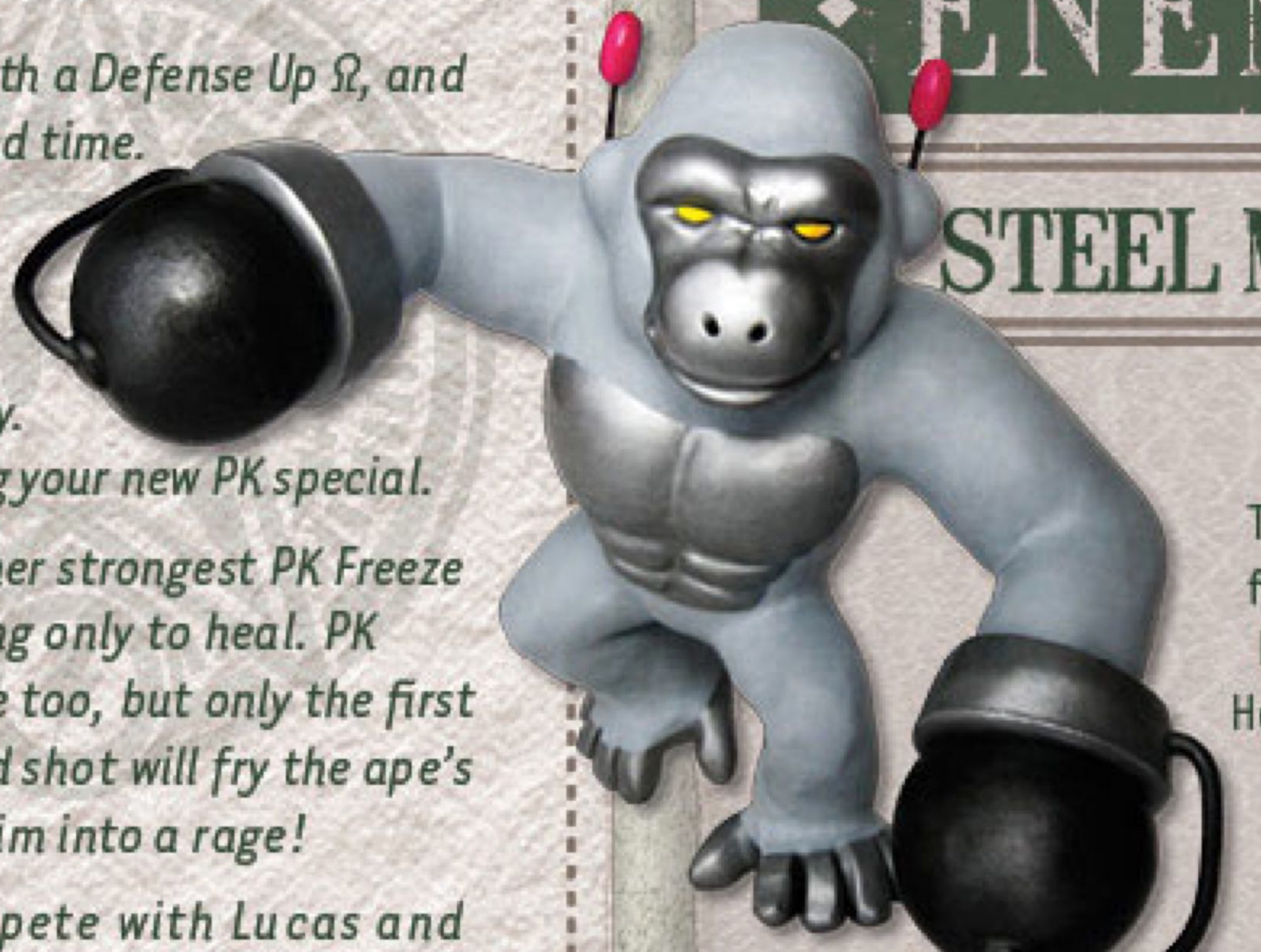
COLD STEEL

The Steel Mechorilla is good at one thing: dealing physical damage in spades. Luckily this kind of straightforward battle is easily fought with the right PSI.

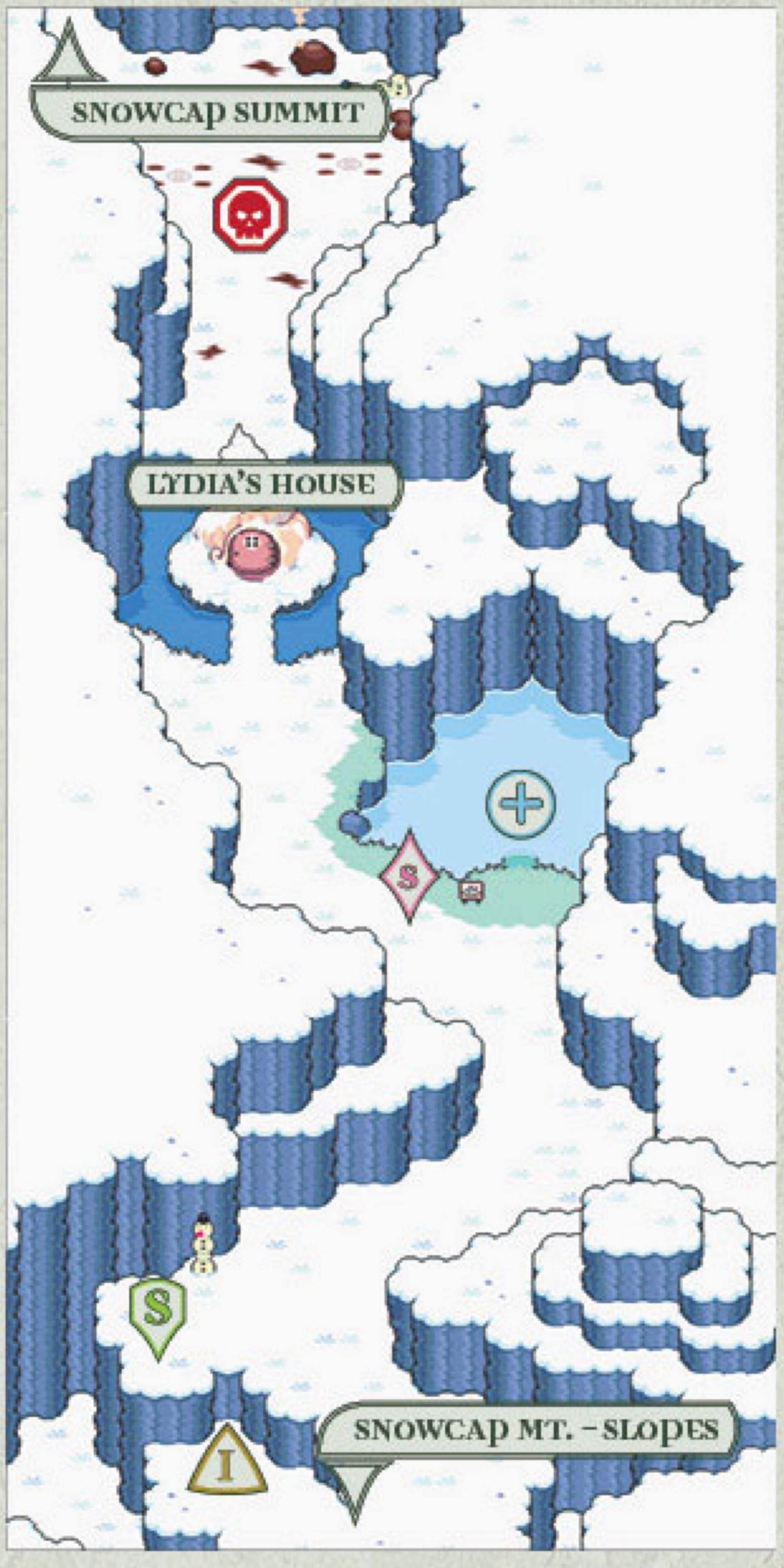
Lucas: *Start off with a Defense Up Ω, and maybe even a second time. Next, it'd be wise to set up Counters, first with the weakest of the party. Next, focus on using your new PK special.*

Kumatora: *Cast her strongest PK Freeze every round, pausing only to heal. PK Thunder is effective too, but only the first two times; the third shot will fry the ape's circuits and send him into a rage!*

Boney: *Can't compete with Lucas and Kumatora's damage output, so use him to keep everyone healthy and ready to fight.*



SNOWCAP SANCTUARY



ENEMIES

STEEL MECHORILLA

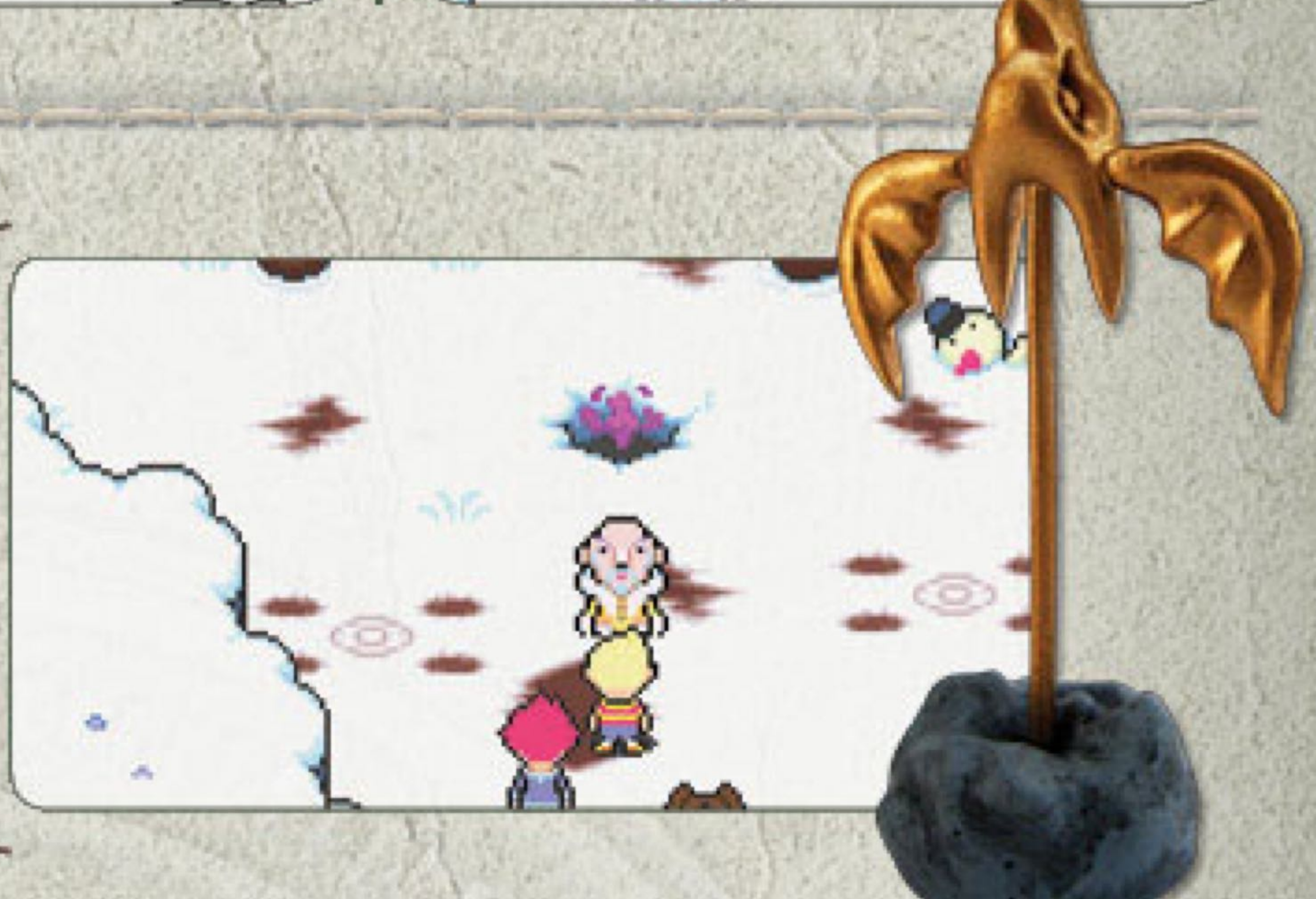
NEEDLE BOSS

The Steel Mechorilla's metal fists and fierce kicks make him a physical powerhouse. He'll bring down your offense sometimes, but that won't matter much since you won't be needing physical attacks anyway.

HP: 2860 | OFF: 164 DEF: 68 | EXP: 9432 DP: 710

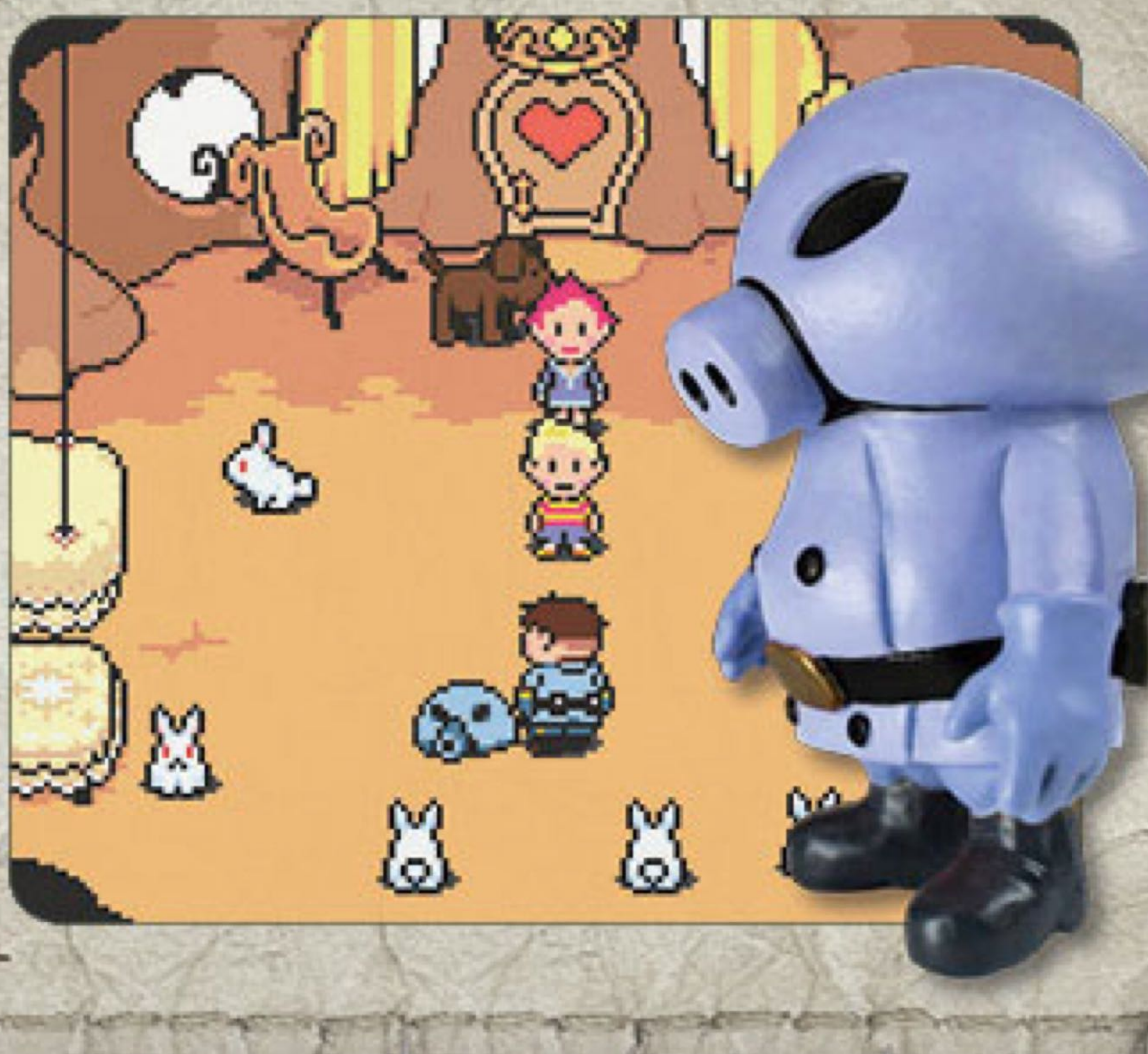
THE WARM-HEARTED MAGYPSY

With the Needle pulled, Lydia's time is short. She tells Lucas that he must be the one to pull the remaining Needles. Leaving her memento behind, she asks you to check on the Pigmask she saved before you depart from the mountain.



Of Rabbits & PIGMASKS

You're in for a bit of a surprise when you check on the wounded Pigmask: his helmet is off, and he's just a normal, chubby guy. In fact, without the helmet, he even seems to have feelings—try to dash and you'll get a stern lecture about rabbit safety! Don't forget to check out his helmet before you leave to reveal a further mystery. Can Pigmasks really be good in spite of their wicked ways?



THE FRIENDLY SKIES

Technically you could fight your way back down the mountain and muddle your way through the mole cricket complex again, but why would you want to? Lydia has provided a perfectly reasonable exit, so follow her advice and head to the top of the mountain.

CAN'T KEEP IT BOTTLED UP!

Your improvised vehicle conveniently comes to a stop in the Tazmily graveyard, where you'll have no choice but to notice a lively message in a bottle. Follow its lead down below and you'll find yourself faced with a truly perplexing piece of furniture.

CHAPTER

no 7

PART IV

MISTER WHO?

Small town
BLUES

If you head back to Tazmily, you might notice that the townspeople seem to be flocking en masse to "the big city." Some houses are simply empty, Abbey and Abbot are packing, and even the old lady at the retirement home is already gone. It seems like Tazmily might be destined to become a ghost town...

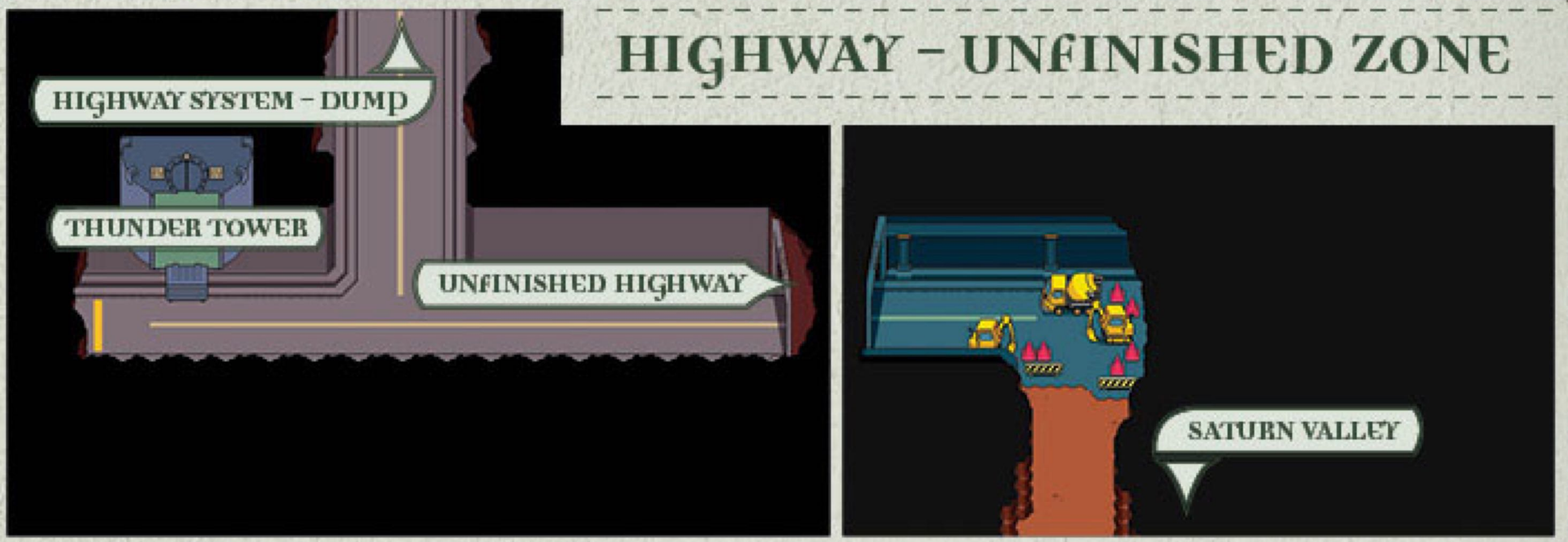
ZOOM ZOOM!

→ Runs. ZOOM!
→ HorseyPower!
→ Seats AND Seats
→ Coffee Holder

Family
REUNION

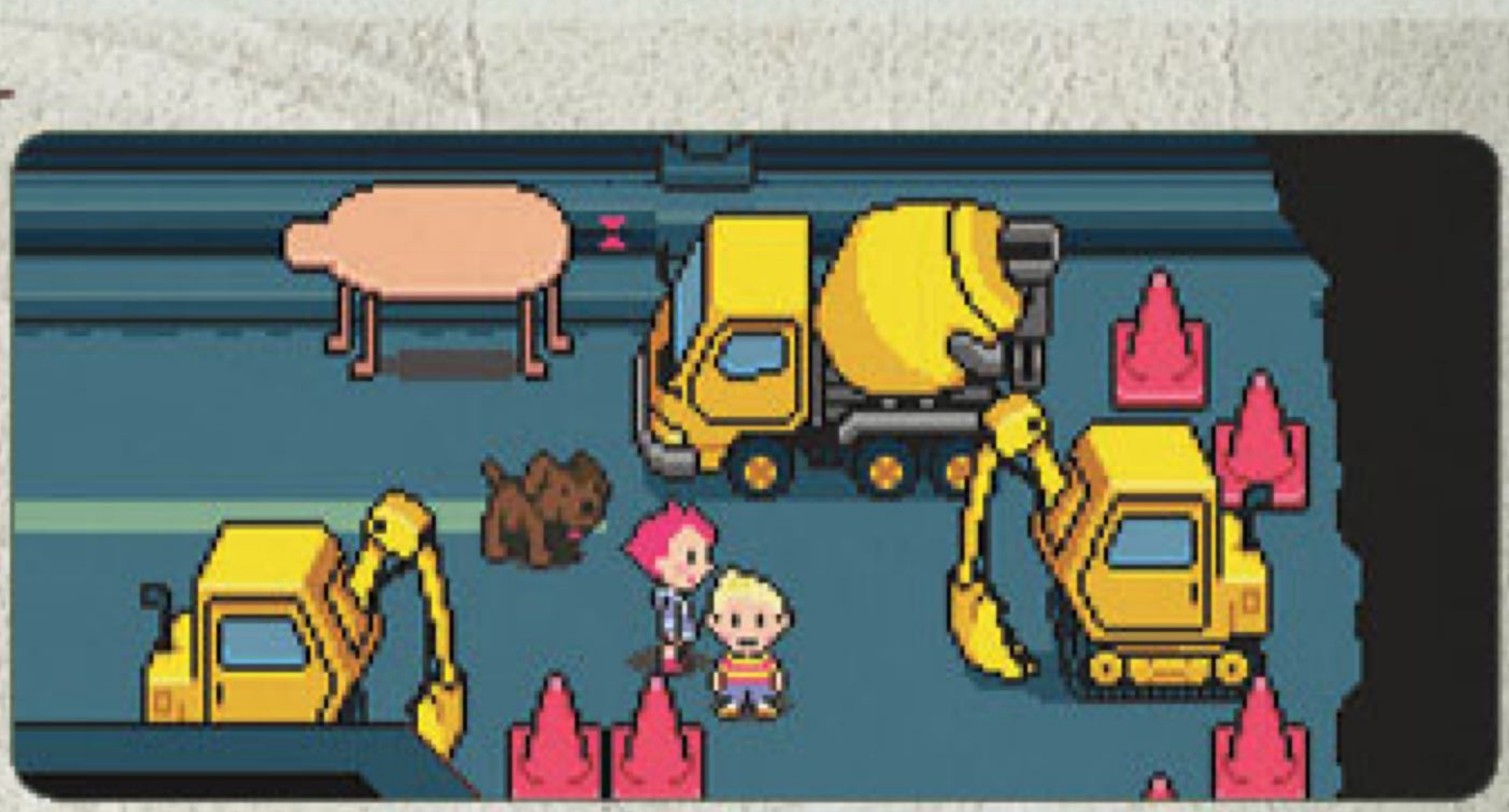
The Squeekz is back home with his family. With a role model like him, it's no wonder his children tended to wander off.

HIGHWAY – UNFINISHED ZONE



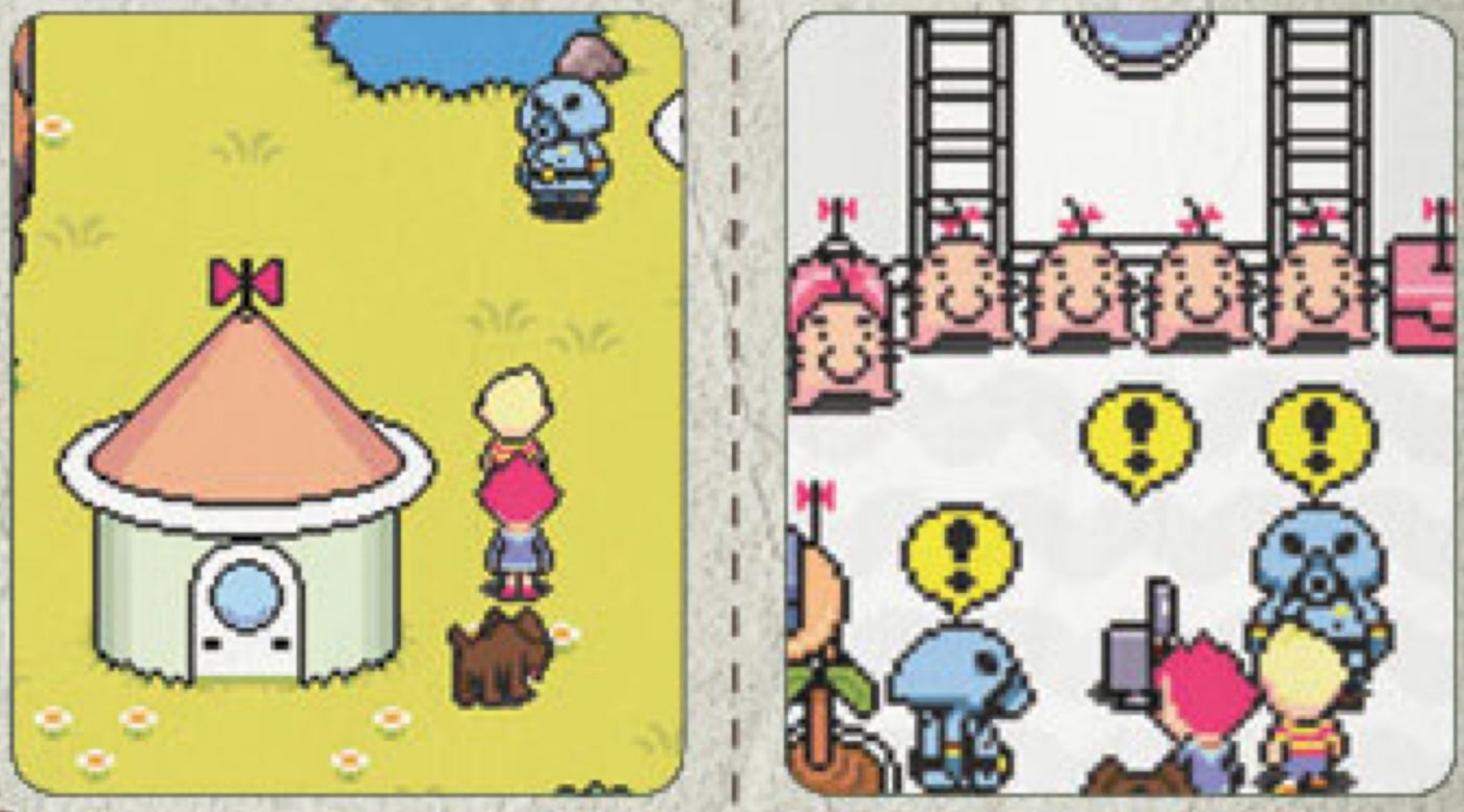
TAKING THE SLOW ROAD

When you reach the Thunder Tower it is (of course) closed, but the tunnel to the east has been opened. The newly-opened highway seems to lead to a dead end, but there's a passageway that can be reached on foot...



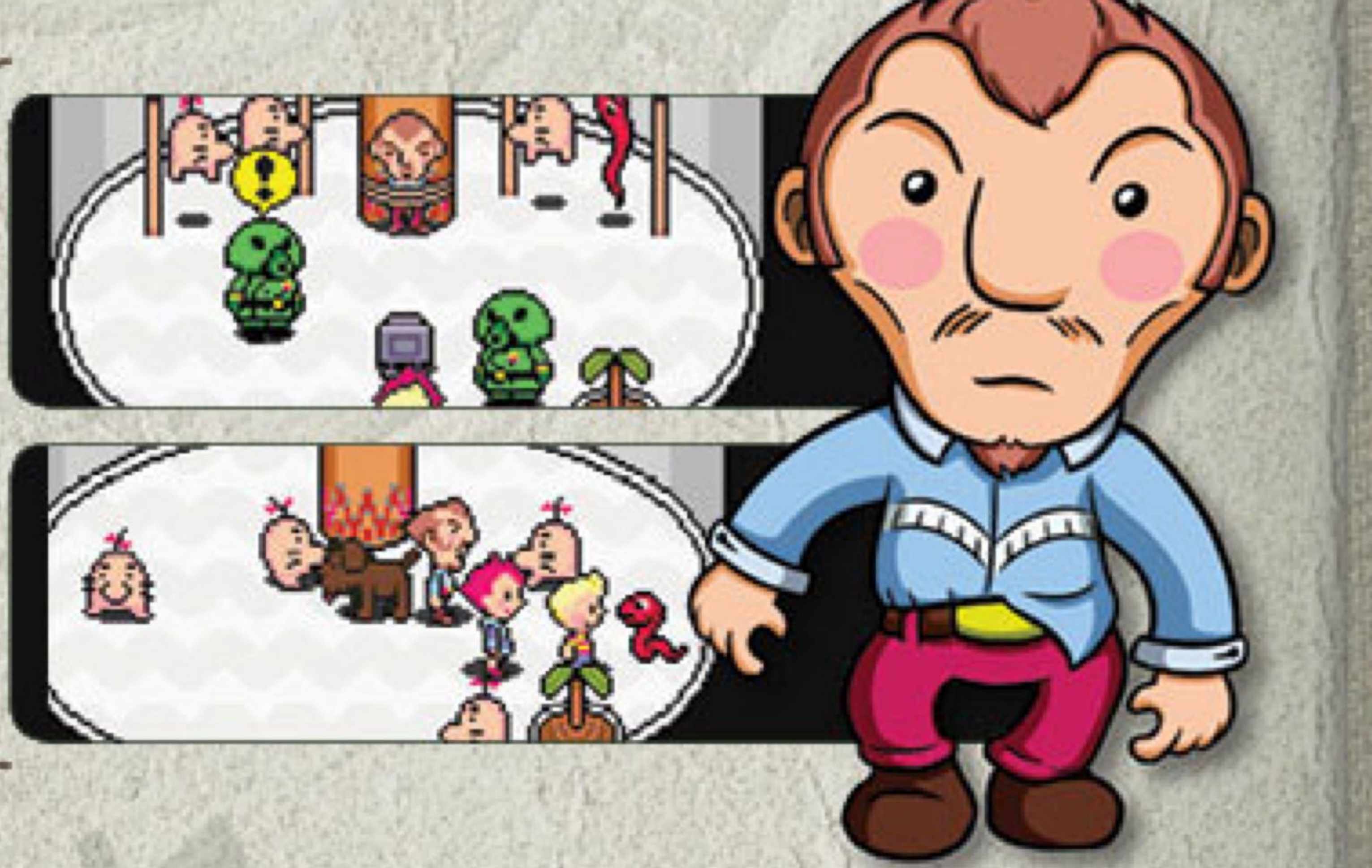
OCCUPATION IN THE VALLEY

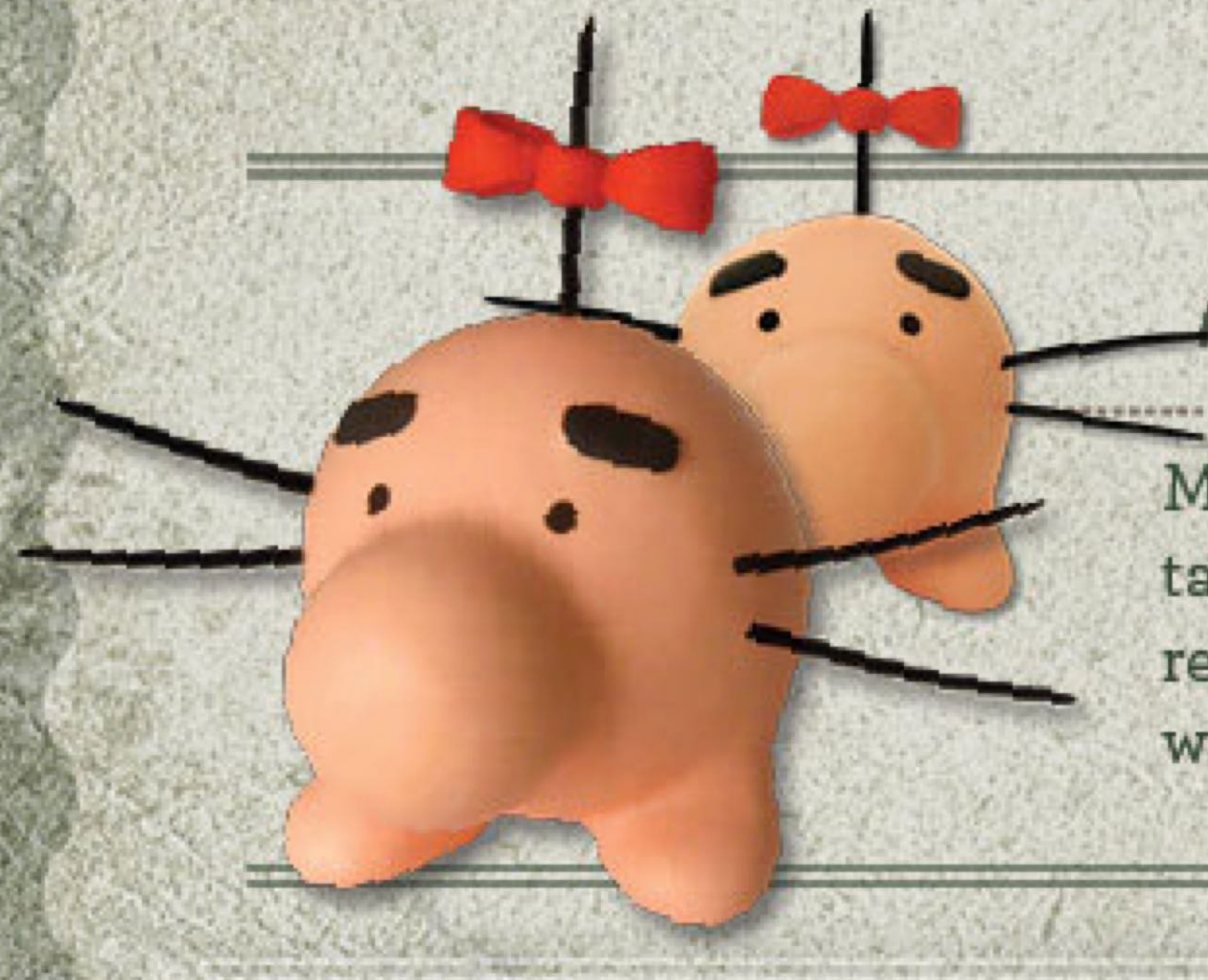
Emerging from the tunnel, you find yourself in a valley filled with strange buildings and even stranger folk—the Mr. Saturn from the Chimera Lab projector room! The village has already been annexed by the Pigmasks, but these bizarre creatures don't deserve the terrors being visited upon them by the invaders.



THE LAST PIECE OF THE PUZZLE!

Duster is being held in the northeast house! Once you free him, Mr. Saturn reveals that he knows the next Needle is located north, in the fiery mountain beyond the village. Go quickly, before the Pigmasks get there! You might want to pick up a few Flame Pendants from the shop, just in case.

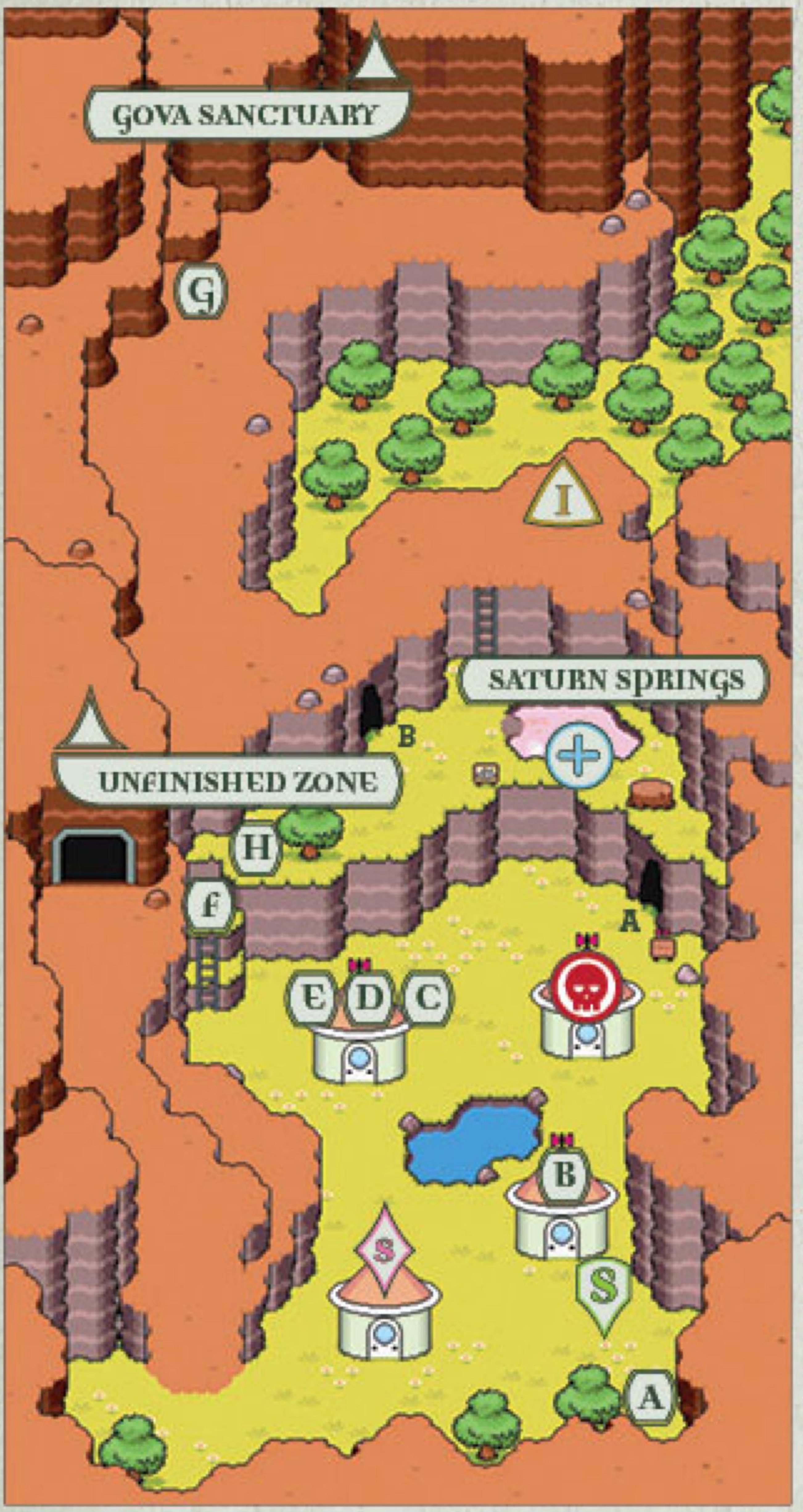




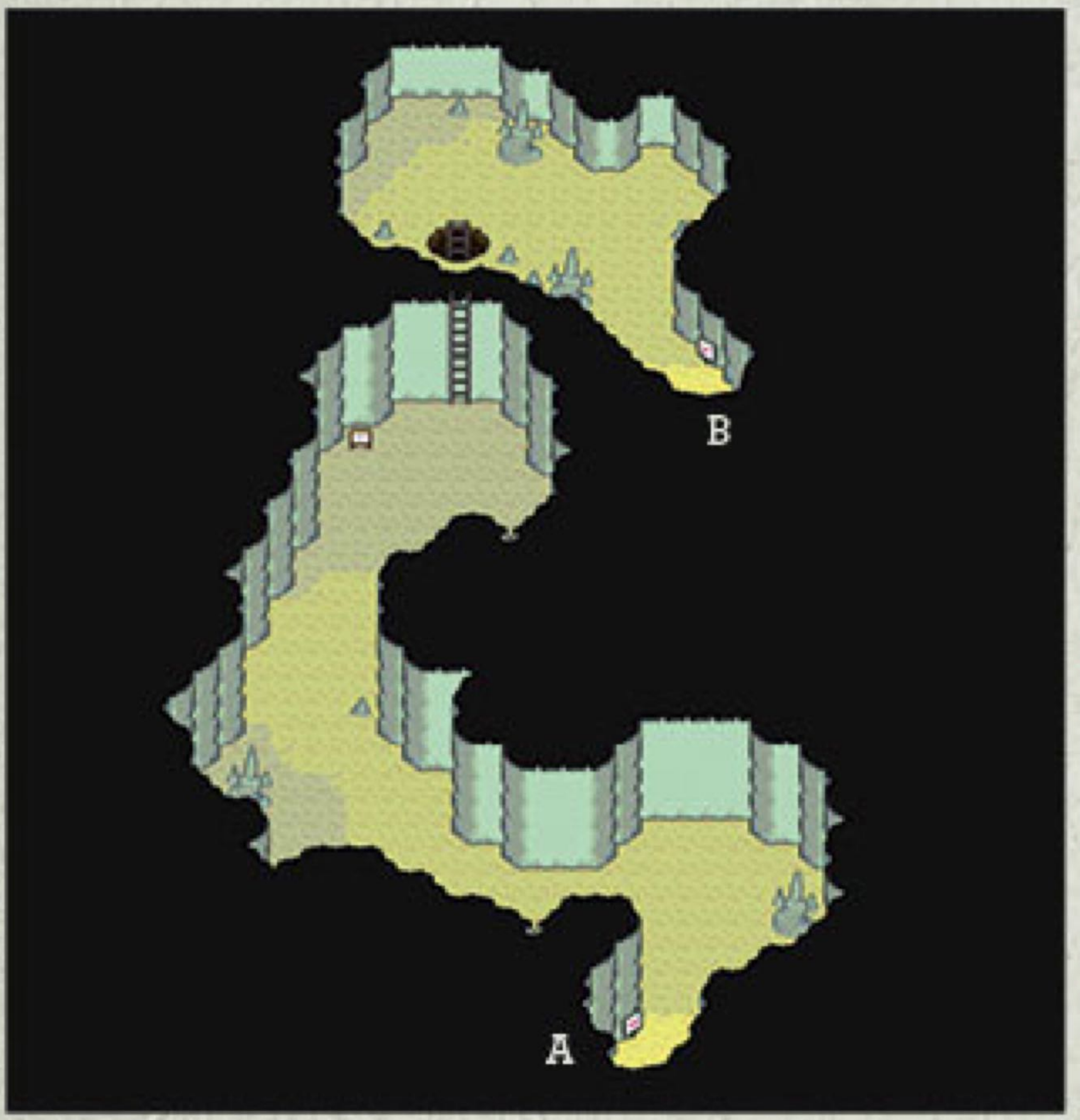
MR. SATURN

Members of a curious race—all named "Mr. Saturn"—who talk and act as strange as they look. In addition to being resourceful and creative, they are gentle and pacifistic creatures with a penchant for invention.

SATURN VALLEY

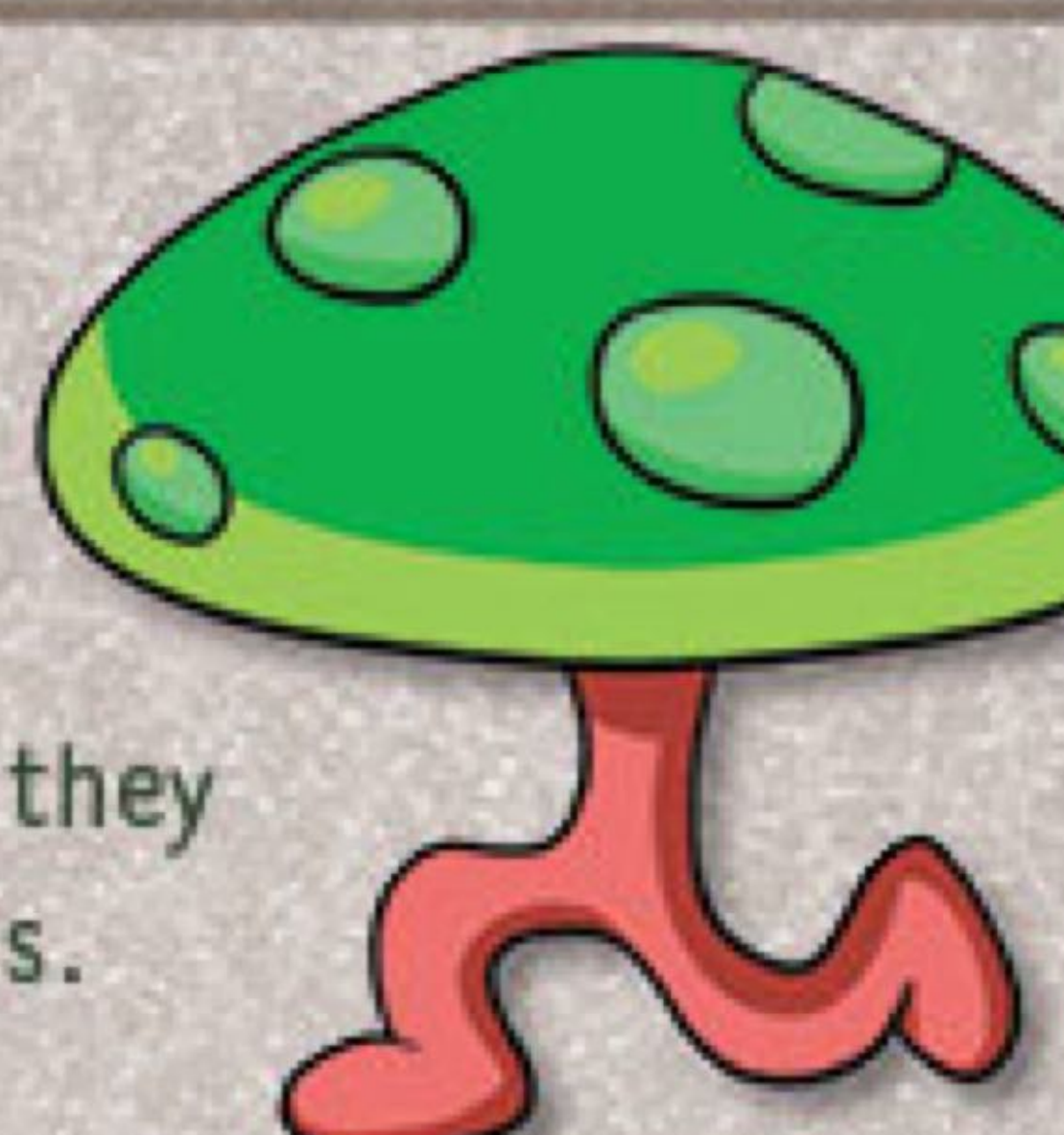


- (A) FART
- (B) GOOD KID'S SHIRT
- (C) STRAWBERRY TOFU
- (D) SILVER DRAGONFLY
- (E) FART
- (F) BLACK COLLAR
- (G) FART
- (H) CUP OF LIFENOODLES



ENEMIES

NAUGHTY MUSHROOM

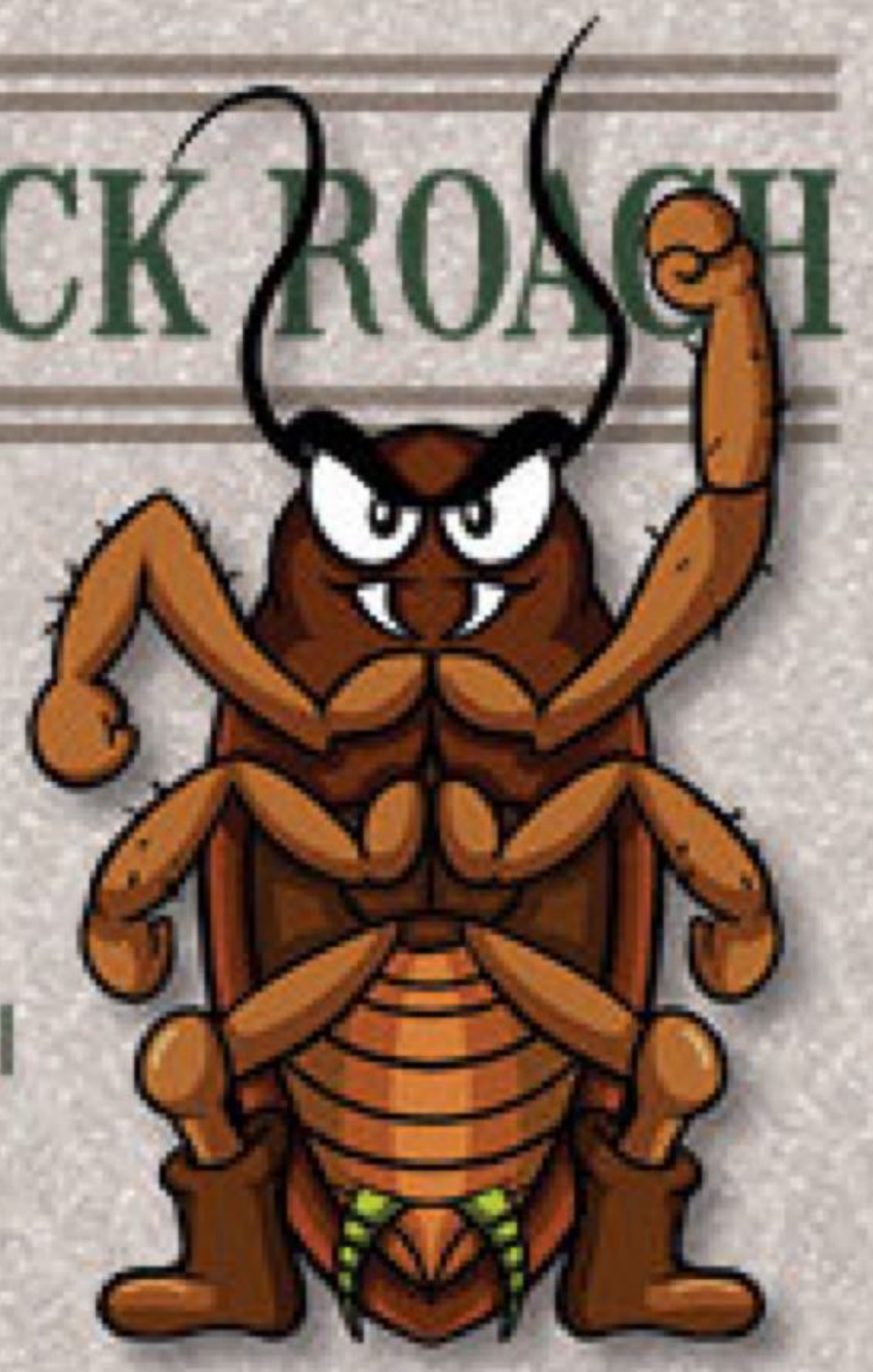


These seemingly arrogant tunnel fungi can't be trusted. If you're cornered by a gang of them, burn them up with PK Fire before they start spreading their spores.

BREAD ROLL (15%)

HP: 361 | OFF:98 DEF:48 | EXP:486 DP:102

FILTHY ATTACK ROACH

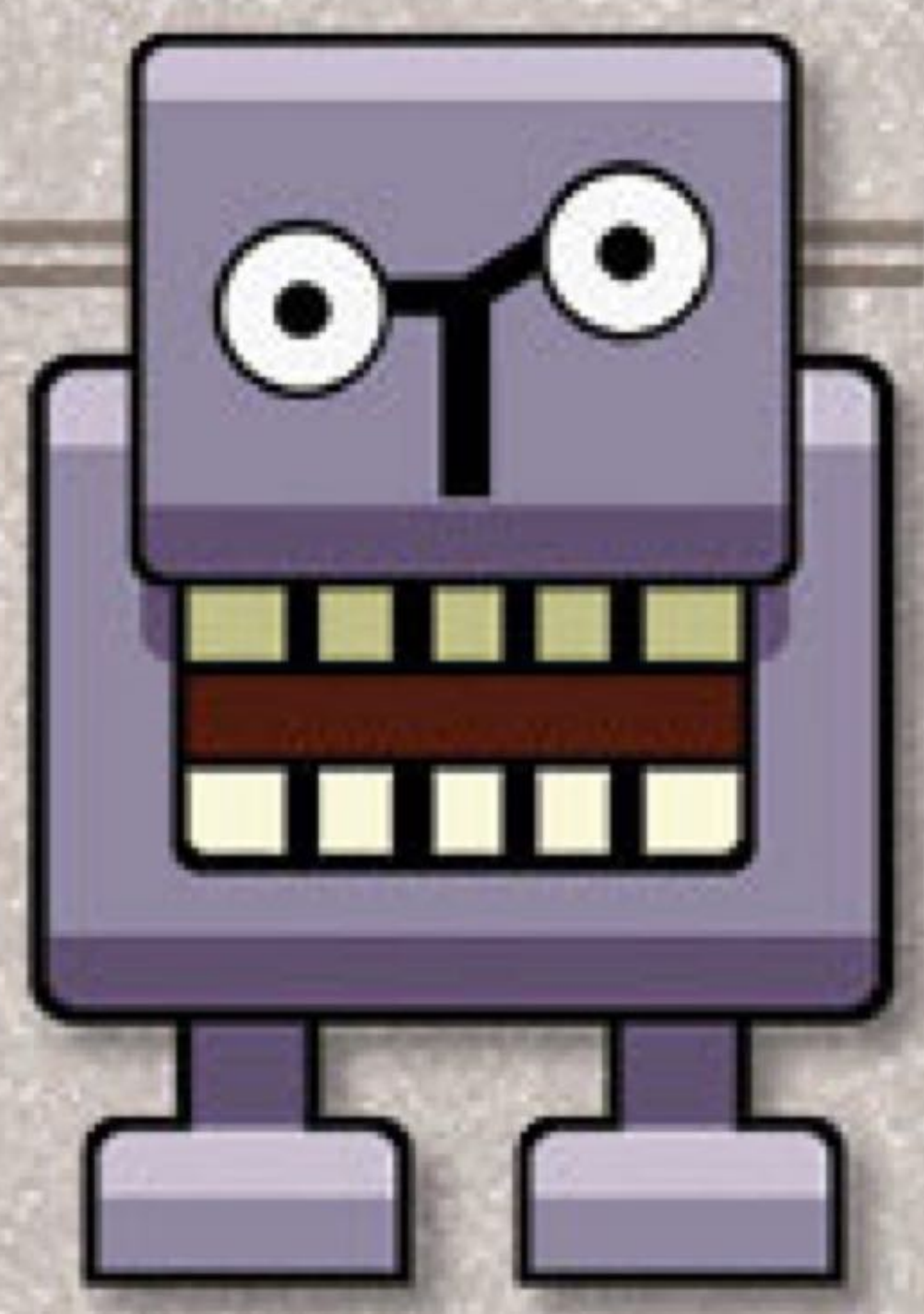


These roaches are not only more resilient than mole crickets, but they're also the undisputed champions of the inter-species insectoid martial arts tournaments.

PAPER FAN (10%)

HP: 335 | OFF:118 DEF:40 | EXP:450 DP:92

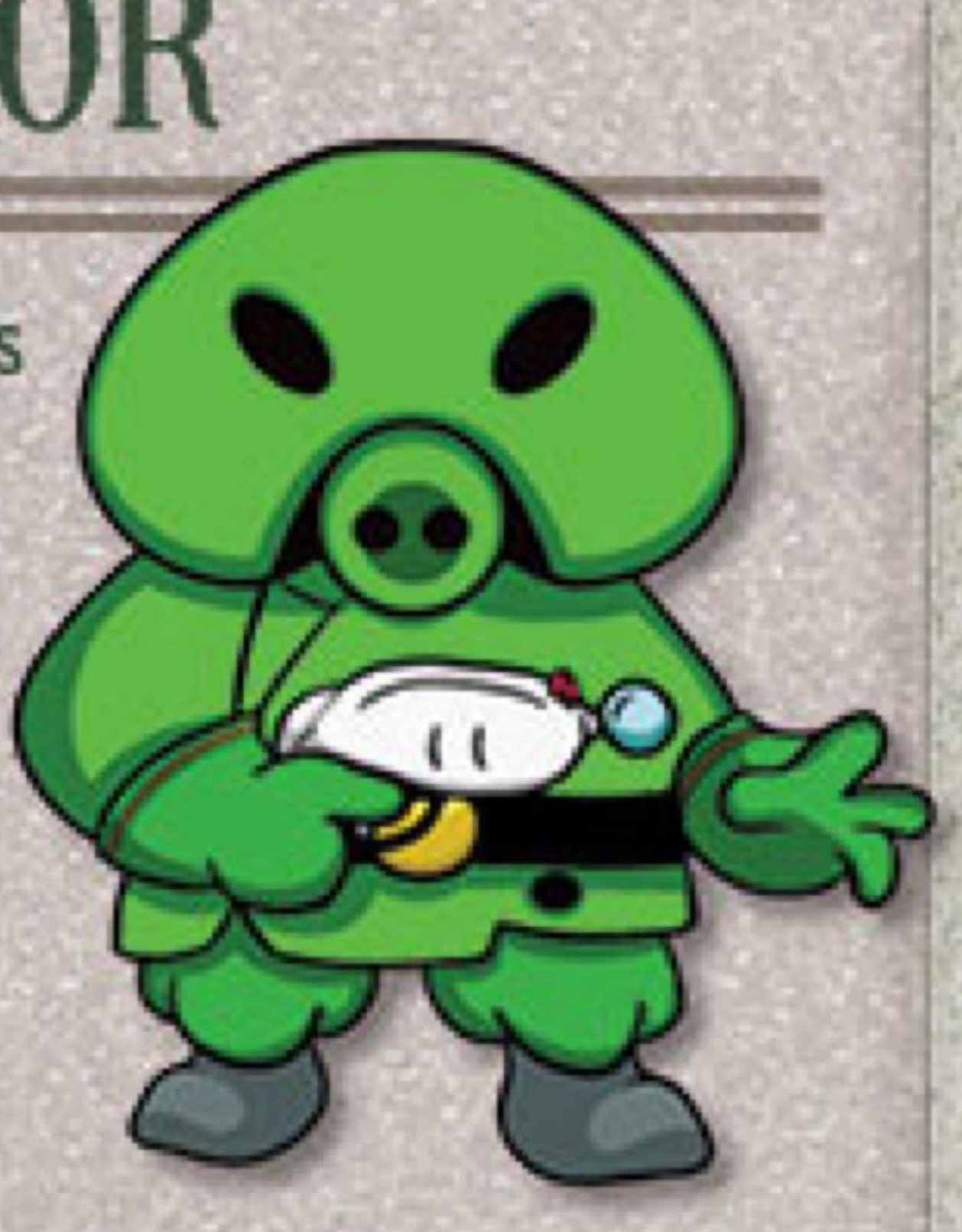
FRIGHTBOT



Machines mostly used to scare impressionable Saturns with terrifying tales. These bots can't bite, but they can take a beating. Take out their Pigmask companions first.

HP: 700 | OFF:68 DEF:60 | EXP:360 DP:150

PIGMASK MAJOR



These higher-ranking Pigmasks are tough! Their guns pack a punch, and sometimes they'll try to stick a time bomb on you. Use PK Fire and your PK special power.

HOT DOG SUSHI (10%)

HP: 721 | OFF:147 DEF:75 | EXP:2788 DP: 300

SHOP SATURN! BOING! ZOOM!

				White Croissant	40 DP
Funny Stick	2400 DP	Thunder Pendant	1500 DP	Strawberry Tofu	180 DP
Sevolg	1200 DP	Boing Ribbon	780 DP	Lucky Rice	126 DP
Barefoot Shoes	1520 DP	Rail Bandana	940 DP	Lotto Meal	104 DP
Flame Pendant	1500 DP	Leo Bracelet	1600 DP	Doggy Jerky	54 DP
Ice Pendant	1500 DP	Honey Shower	300 DP	Secret Herb	600 DP
		Attack Attractor	400 DP	Cup of Lifenoodles	1780 DP

EXPLODING DOG TRICK

In the southernmost hut in the valley you'll find a few entrepreneurial Saturns who sell some outrageously great wares. The Flame Pendants, in particular, are something you should invest in. There's no such thing as a free lunch, so consider this great trick for raising lots of cash:

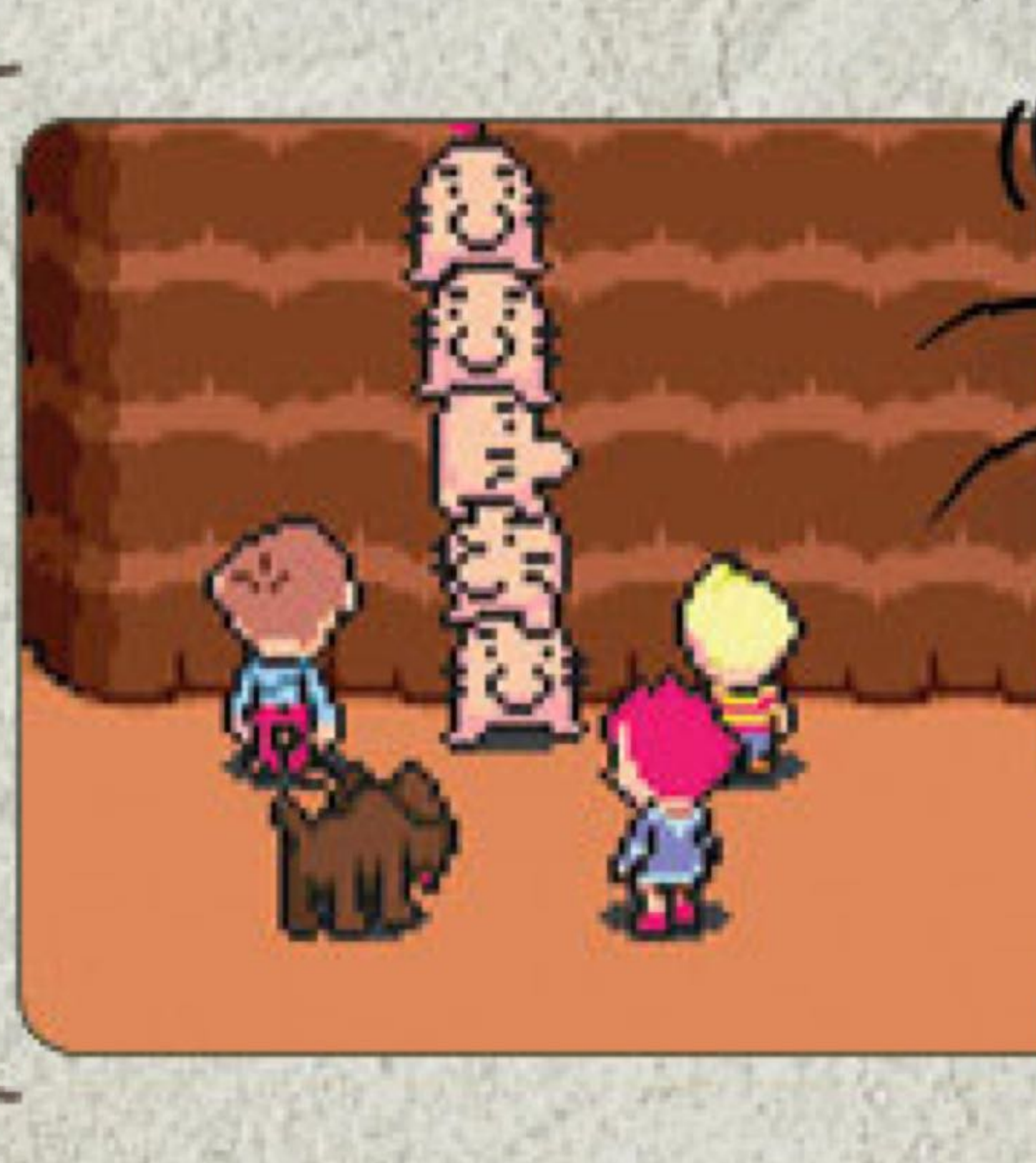
1 *Sell all the useless junk in your inventory like cheap status-clearing items and old charms/weapons, then buy as much Doggy Jerky as you can hold.*

2 *Run all the way back to the highway's scenic overlook and talk to the dog. He'll take every biscuit you've got and give you a bomb in exchange.*

3 *Talk to a vendor and sell most (or all) of your bombs—they fetch a whopping 500 DP each! Talk about explosive returns!*

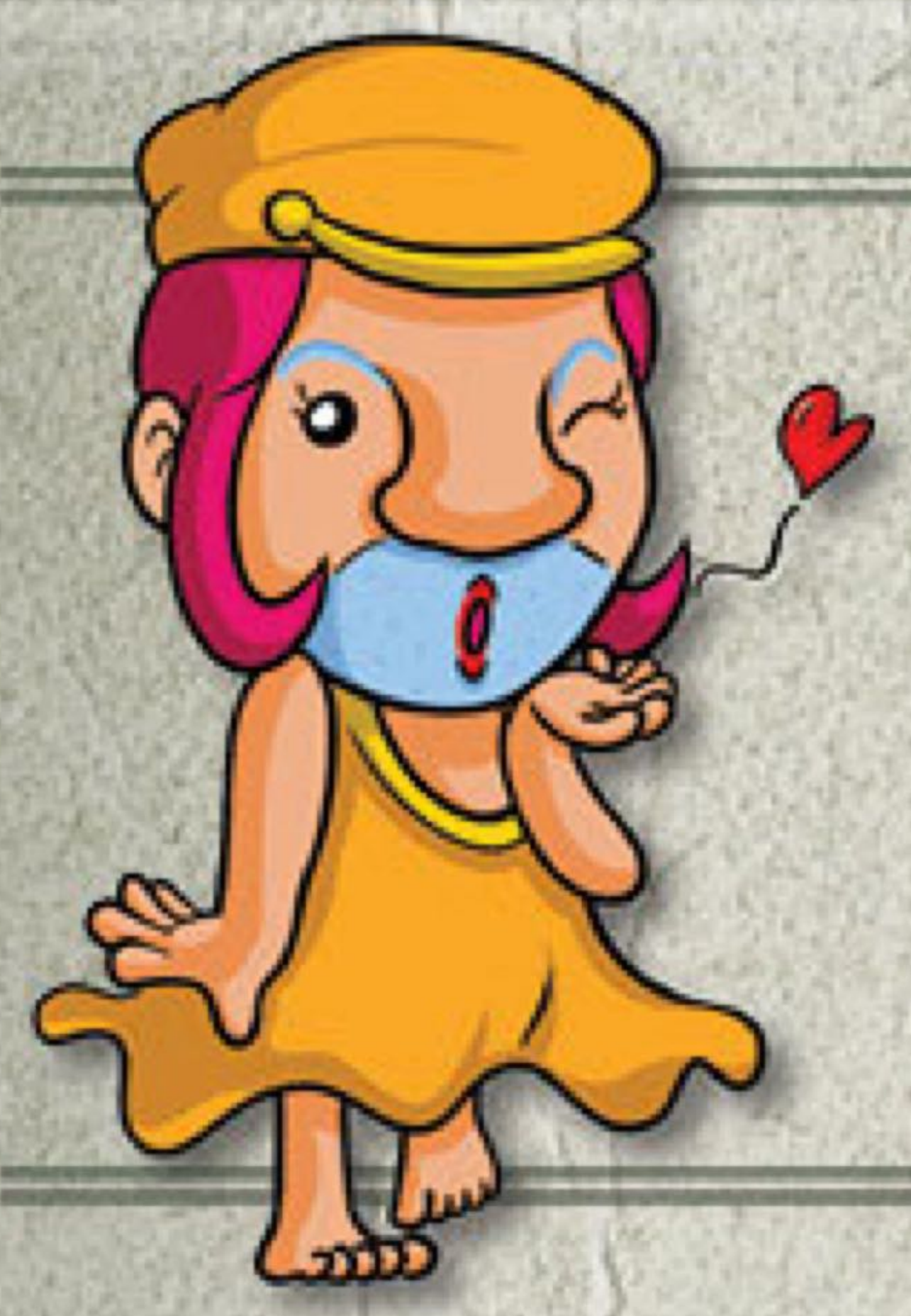
SCALING DIFFICULTY

The northern path to the volcano is a dead end! Check the soft spot in the cliff and then talk to the nearby Mr. Saturn, who will summon his ladder-loving friends. Once you're up they'll tumble apart, so make sure you've got everything you need before you visit the northern cliff – there's no going back!



Mapful UNDANDY

One of the Saturns in the totem pole house will give you a map if you talk to him. Of course, a map is merely a reflection of the cartographer...



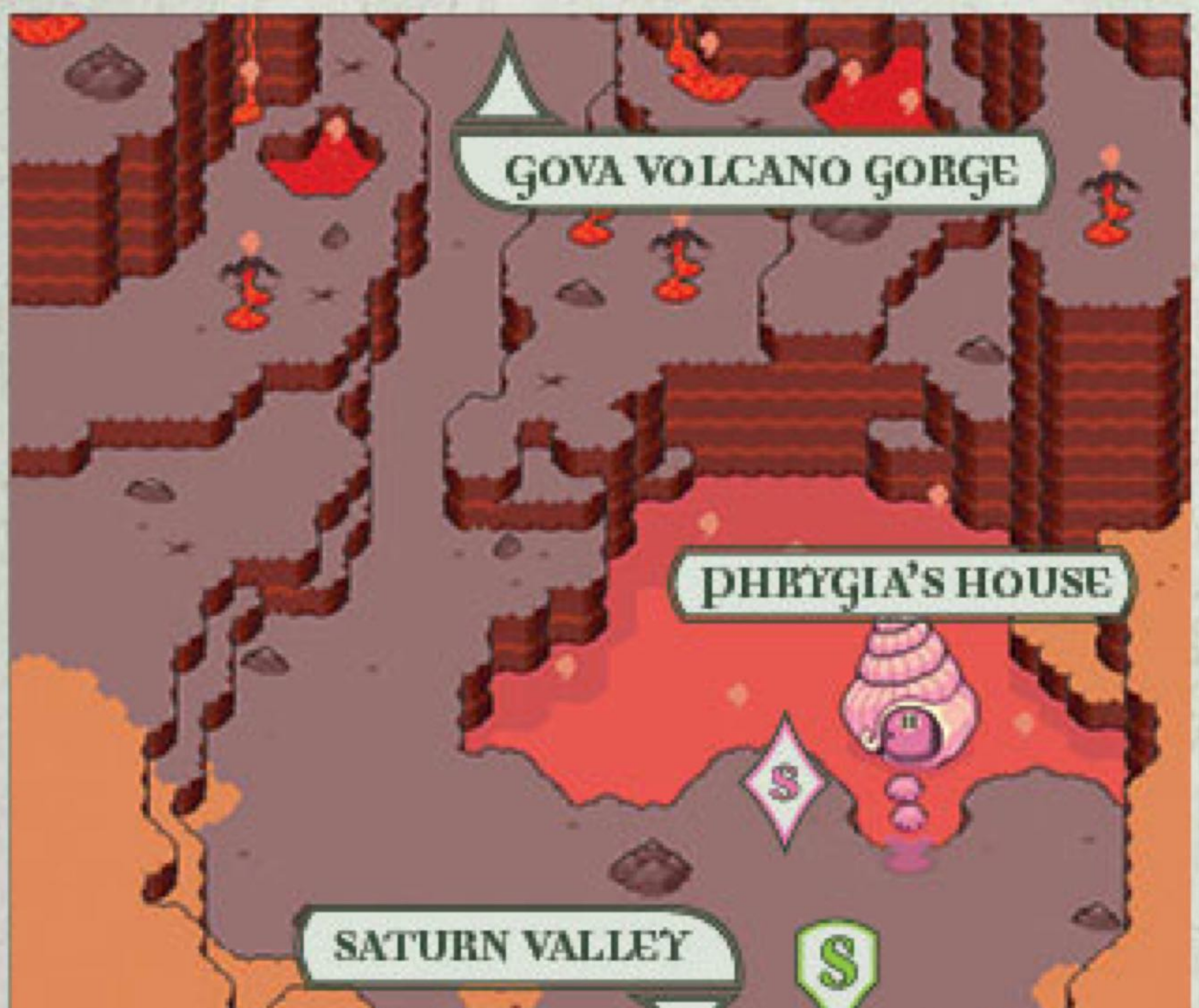
Phrygia

Phrygia claims to be the most serious and detail-oriented of the Magypsies. He lives near a volcano and has a taste for Chamomile Tea, which makes him restful—so restful, in fact, that Phrygia is fine with the idea of ceasing to exist, as long as he's allowed to sleep through it.

SLEEPING BEAUTY ROCKS

Heading north you'll come across the quiet abode of Phrygia, the sleeping Magypsy. A note beside her says that the boulders blocking the way to the volcano need some Encouraging Words. The smaller boulders just need a little direction. Talk to the horizontiboulder, then the vertiboulder, then the two horizontiboulders again. Piece of cake.

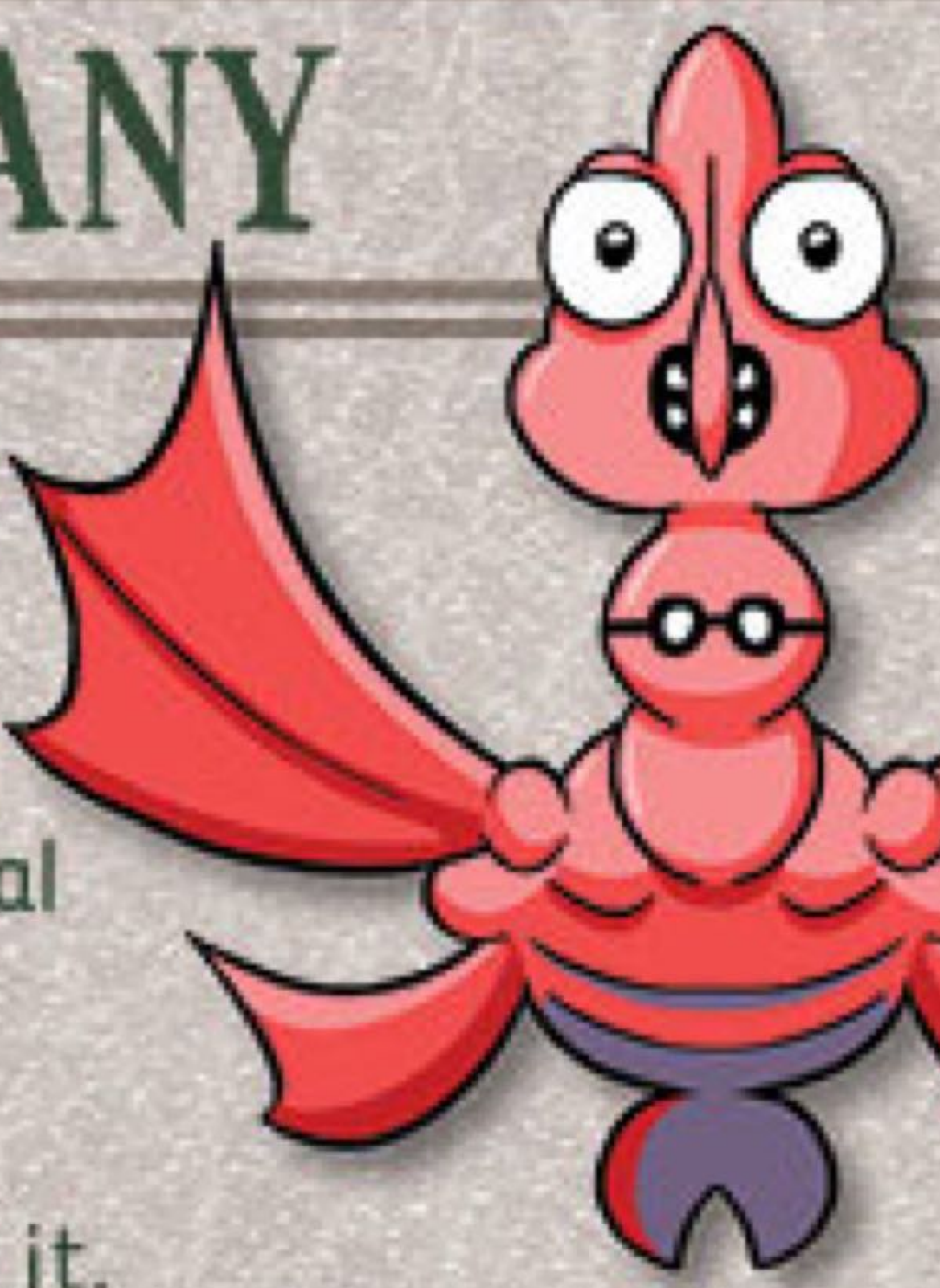
GOVA SANCTUARY



CRICKET SHOP	
Sincerity Dumplings	100 DP
Anti-Paralysis	14 DP
Alarm Cicada	18 DP
Paper Fan	12 DP
Recollection Bell	20 DP
Flea Powder	30 DP

ENEMIES

SKY TITANY

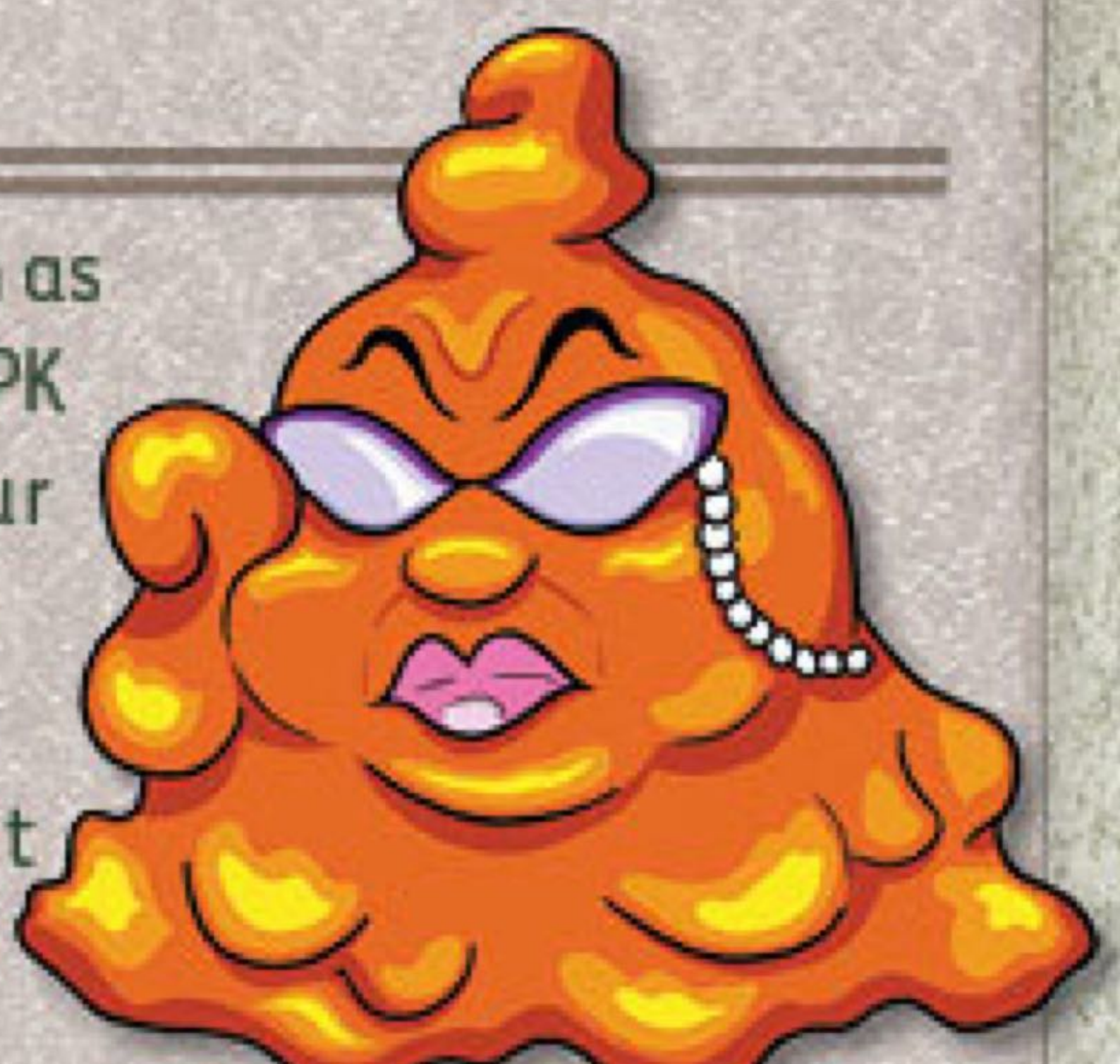


An aerial subspecies of the earthbound Titany which utilizes Hypnosis and physical attacks. Its battle rhythm is the only difficult thing about it.

SALTWATER GUN (5%)

HP: 486 | OFF: 121 DEF: 70 | EXP: 946 DP: 245

MRS. LAVA

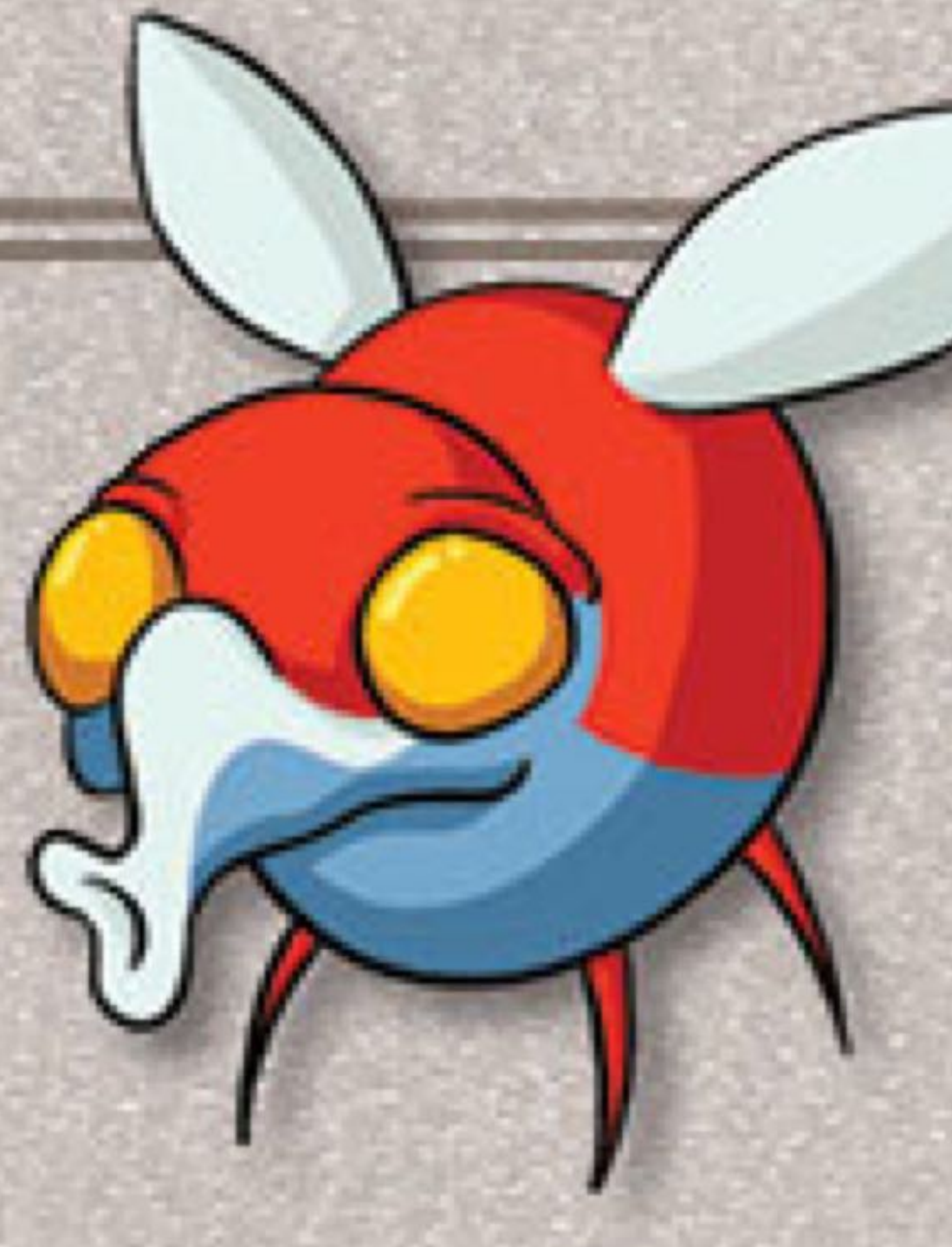


Ice this old flame as soon as possible. Otherwise, her PK Fire γ will quickly sap your party's HP. Of course, if you brought along some Flame Pendants you won't have too much trouble.

METEOTITE (5%)

HP: 461 | OFF: 108 DEF: 58 | EXP: 837 DP: 484

PYREFLY



These little buggers have to gang up on you to be a real threat. They can breathe fire and hurt the whole party, but they're only a real problem when they swarm.

ALARM CICADA (10%)

HP: 302 | OFF: 108 DEF: 50 | EXP: 544 DP: 163

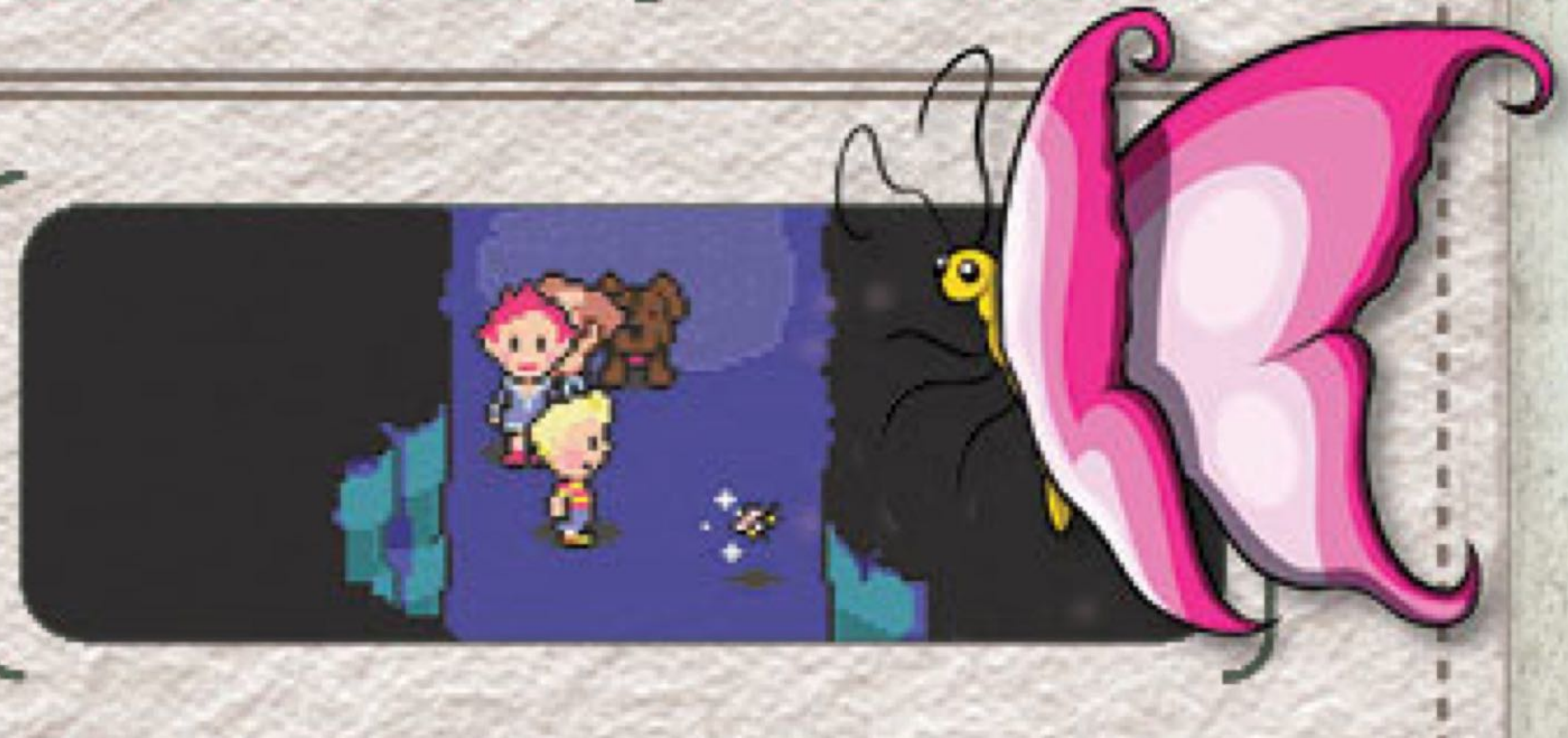
GENERAL GOSSIP

Heading north, you'll come across a pair of Pigmasks talking about Fassad—and how he's "changed!" How could he have possibly survived the fall from Thunder Tower, much less become louder and meaner?

There she FLOWS

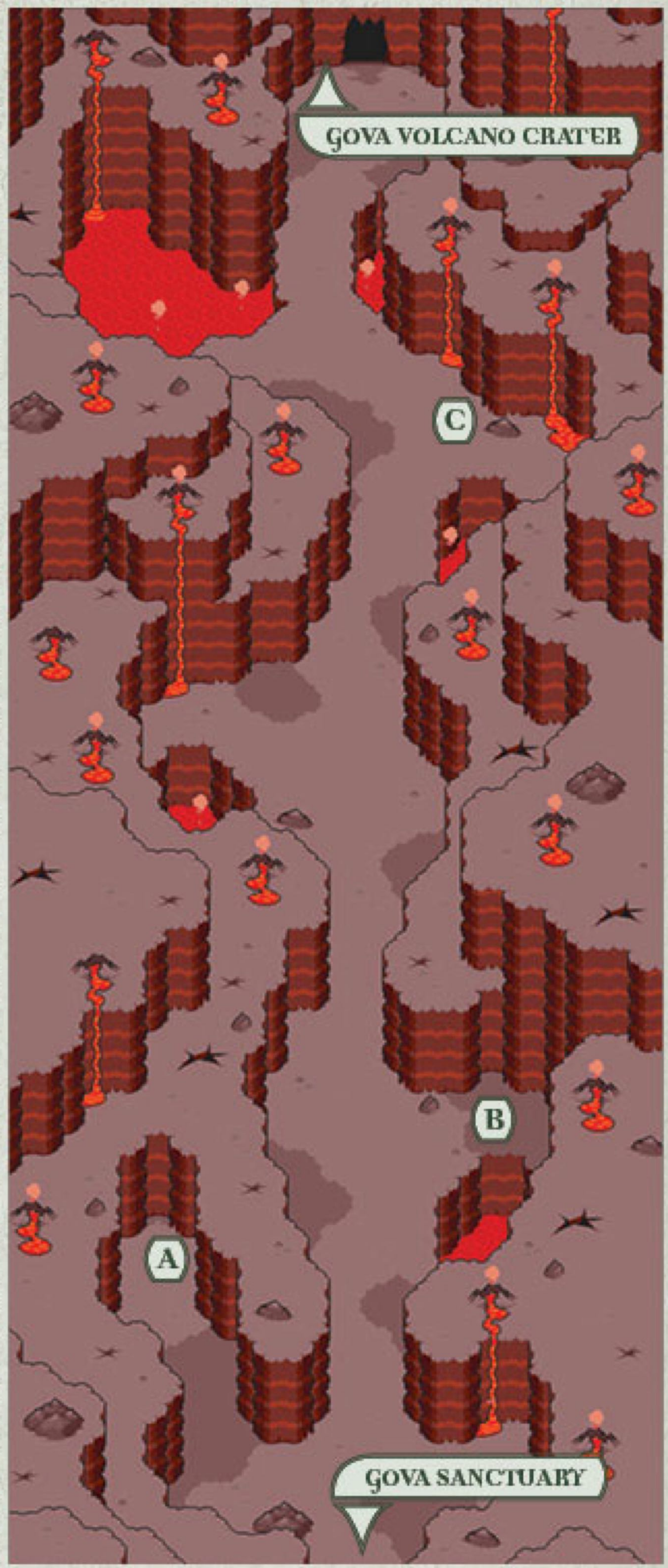
Be careful where you walk inside the crater, as Mrs. Lavas love to erupt onto unsuspecting passers-by. It may be safer to dash so you can avoid any fiery surprises.

A HEALTHFUL HAVEN



The westernmost cave is a getaway from the threats that lurk in the crater. No enemies live there and you can usually find a Magic Butterfly to help restore some PP. Heal everyone in your party and then exit/enter the cave repeatedly to restore your PP in full!

GOVA VOLCANO GORGE

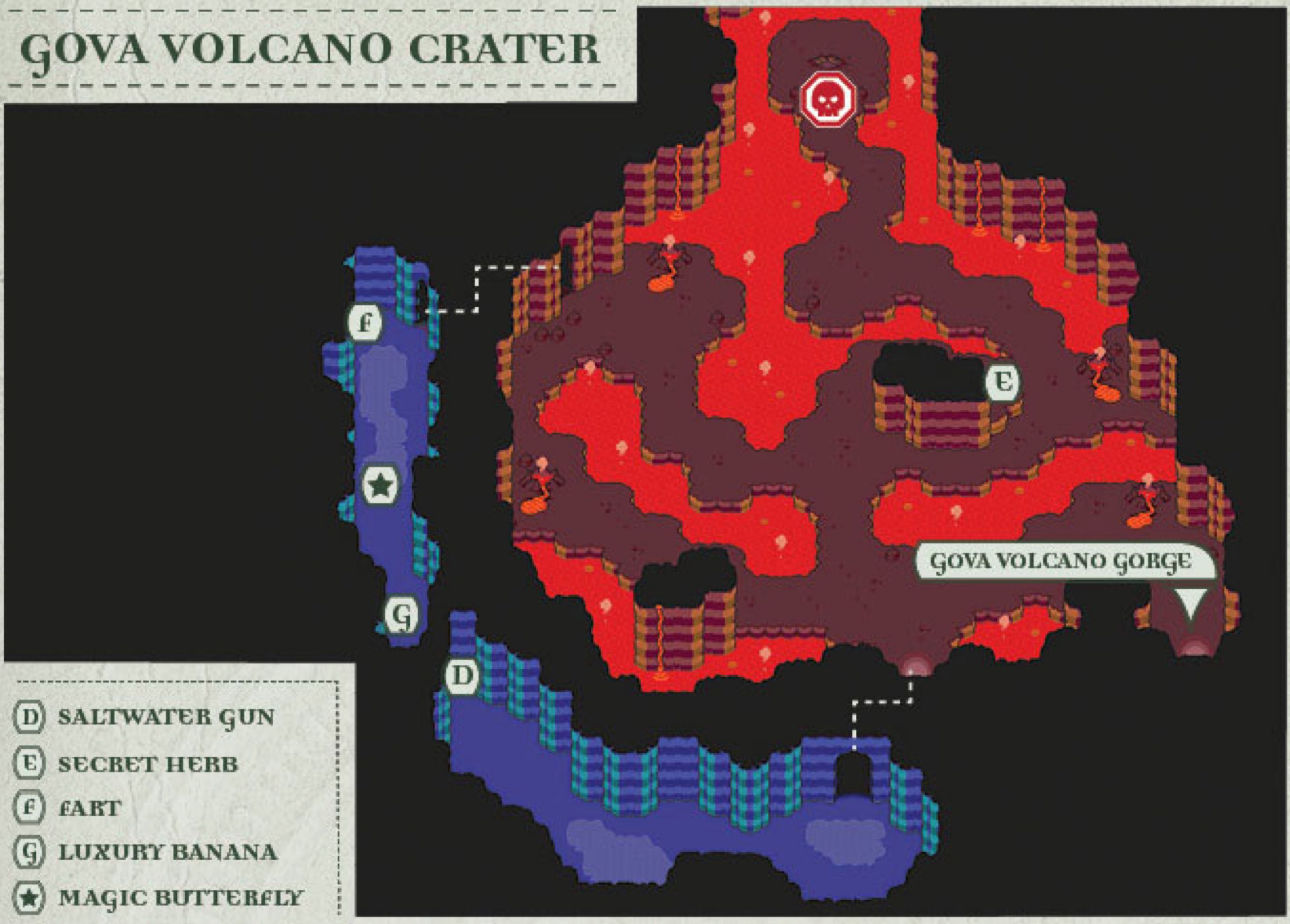


Ⓐ PENCIL ROCKET
Ⓑ DOUBLE JERKY
Ⓒ CUP OF LIFENOODLES

MAGMATTACK

Don't underestimate the power of the Magman! Even with Flame Pendants, this enemy will knock you for a loop, especially when flanked by Pyreflies (which it can spawn at will). Use Kumatora's PK Freeze β to take Magman down first, then handle the other enemies.

GOVA VOLCANO CRATER



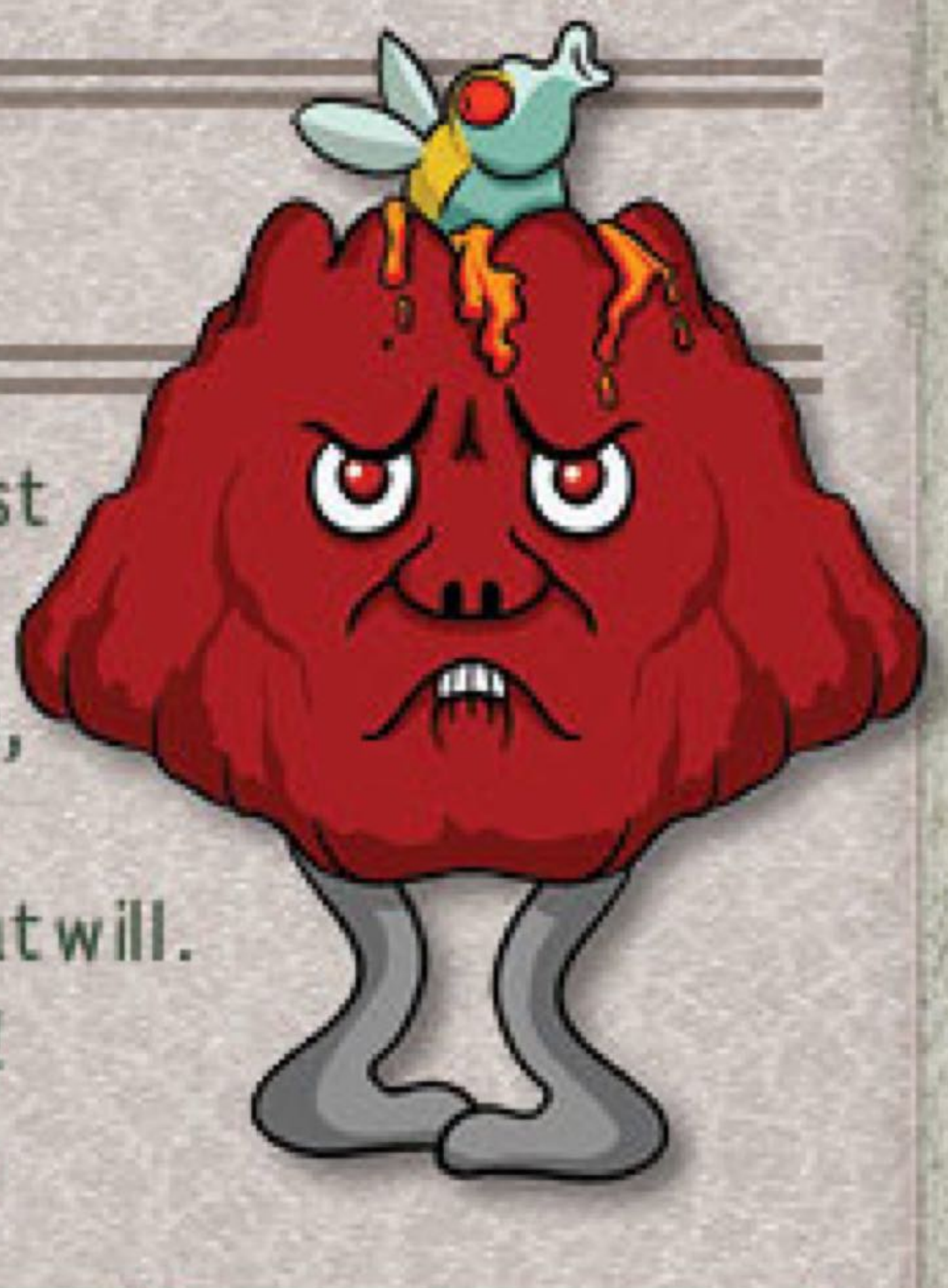
Heal THOSE BURNS

While heading north in the volcano, you'll pass a present box and a Mrs. Lava. As soon as you finish that battle, it's time to heal up and get your items rearranged!

- *Take a moment to get everyone up to 100% health with PSI Lifeup. Once that's done, restore as much PP as you can to Lucas and Kumatora—they'll soon need every last point.*
- *Give Boney the Shield Snatcher and a good supply of both HP- and PP-restoring items. Fill the rest of his inventory with explosives.*
- *Give Duster any Saltwater Guns you have, as well as your remaining healing items.*

ENEMIES

MAGMAN

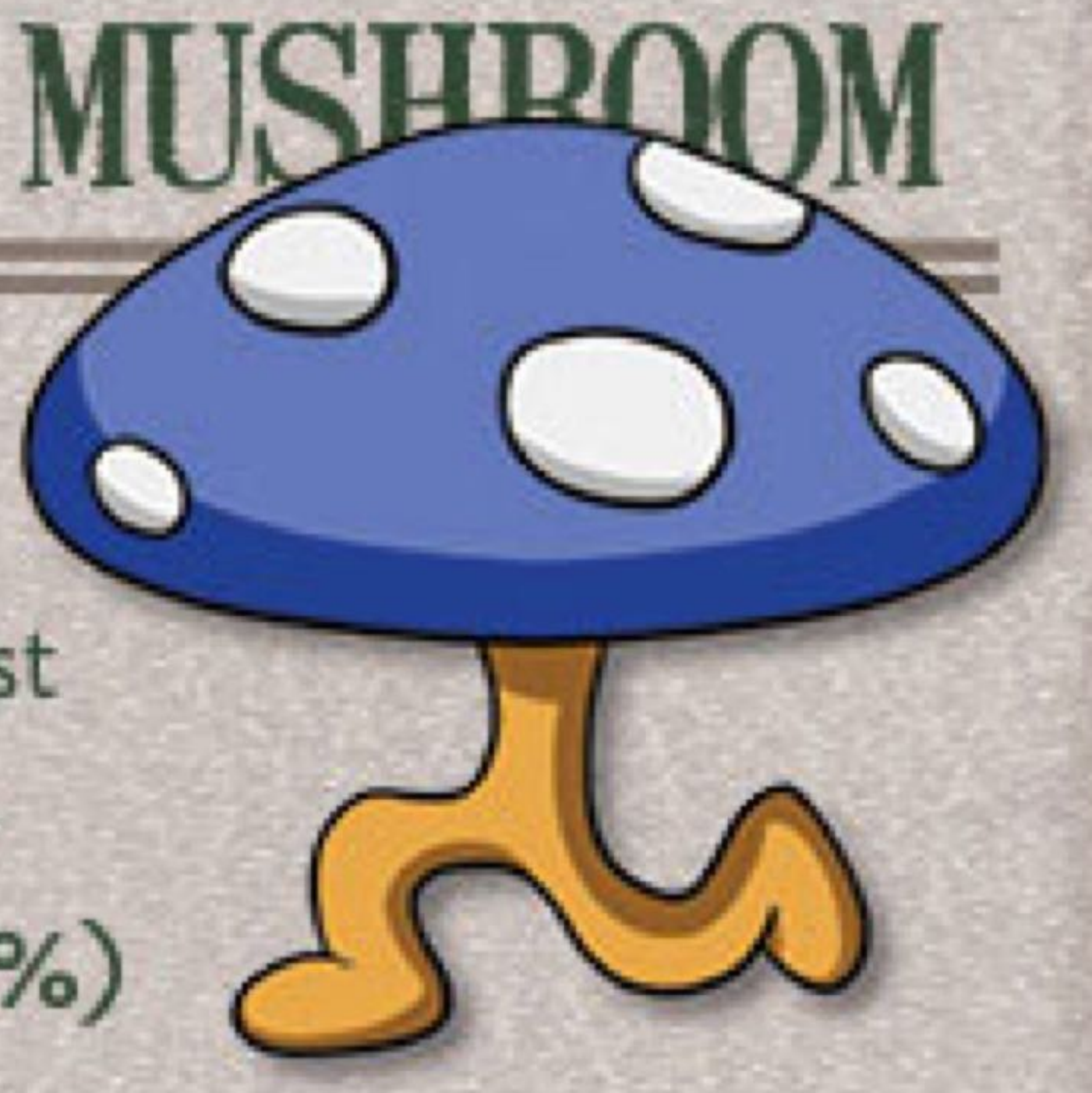


The Magman is the toughest creature in the volcano. He has high HP and defense, can hurt everyone at once, and can produce Pyreflies at will. Freeze him first—and fast!

DOUBLE JERKY (20%)

HP: 594 OFF:135 DEF:72 EXP:1194 DP:278

SCAMPERIN' MUSHROOM



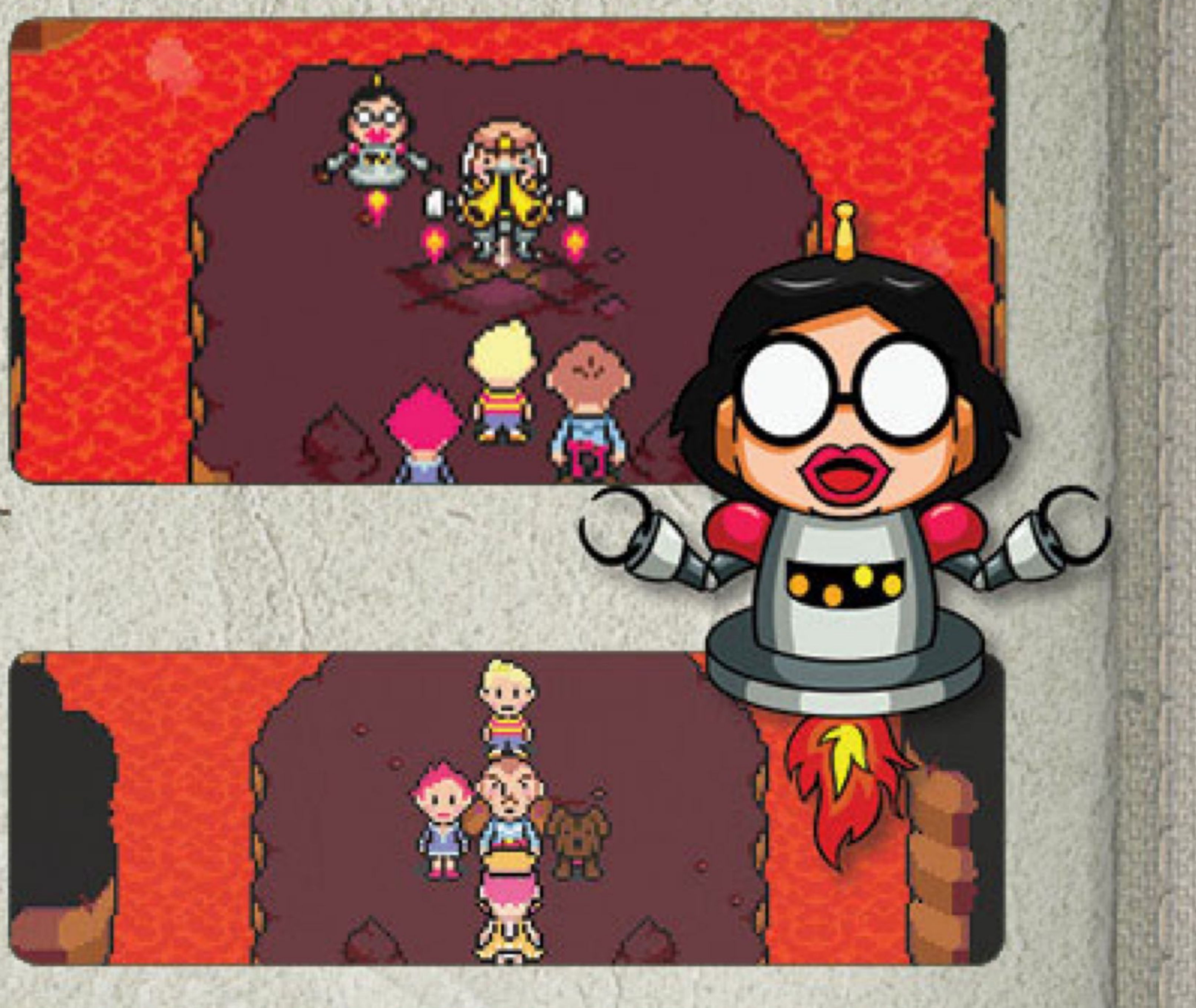
Compared to the other enemies in the volcano, these guys are nothing. Just watch out for their spores.

HOT SPRING EGG (10%)

HP: 386 OFF:102 DEF:55 EXP:543 DP:143

RAUCOUS REVENGE

As you finally get the Needle in your sights, an eerily musical, robotic voice fills the air. A mechanically-enhanced Fassad hovers down, promising revenge for his humiliation on Thunder Tower. Don't let his ridiculous-looking "upgrades" fool you – he means business!



NEEDLE·BOSS

HORNS OF

PLENTY

Get ready to lock horns with the new and improved Fassad! Not only does he have a wide array of offensive and defensive moves at his disposal, but he loves shields and can take multiple turns each round. When his HP gets low, Fassad will start scarfing Luxury Bananas. You've got him on the ropes, so keep going!

Early Strategies: Use these in the first few rounds of battle to help level the playing field.

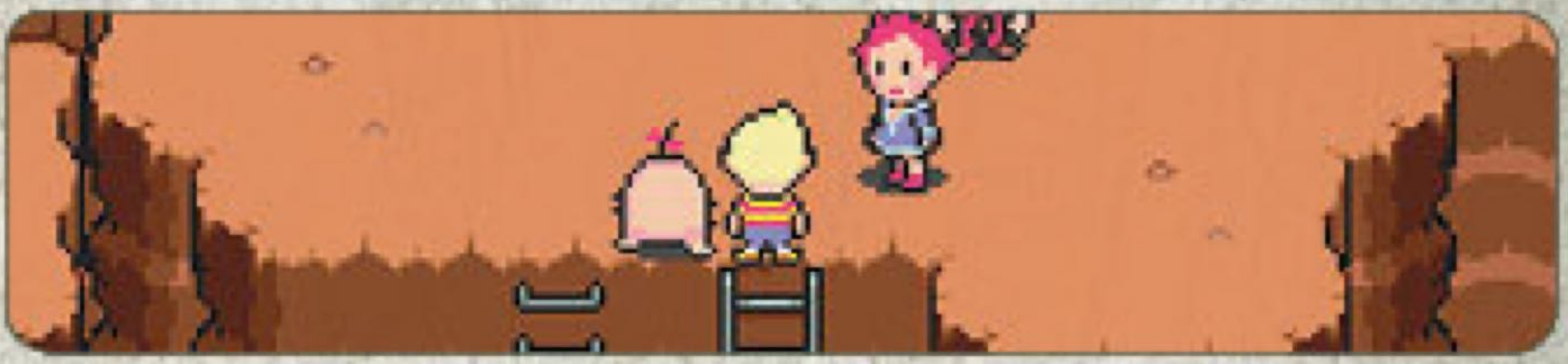
- ***Lucas:*** *Defense/Offense Up Ω, Shield Ω*
- ***Kumatora:*** *Offense/Defense Down*
- ***Duster:*** *Smoke Bomb, Tickle Stick, Scary Mask*
- ***Boney:*** *Honey Shower, Shield Snatcher*

Attack Strategies: With Fassad's defenses cracked, it's time to start doing some damage!

- ***Lucas:*** *Combo Attacks, PK Love β*
- ***Kumatora:*** *PK Thunder β*
- ***Duster:*** *Combos, offense items*
- ***Boney:*** *Offense items, Shield Snatcher*

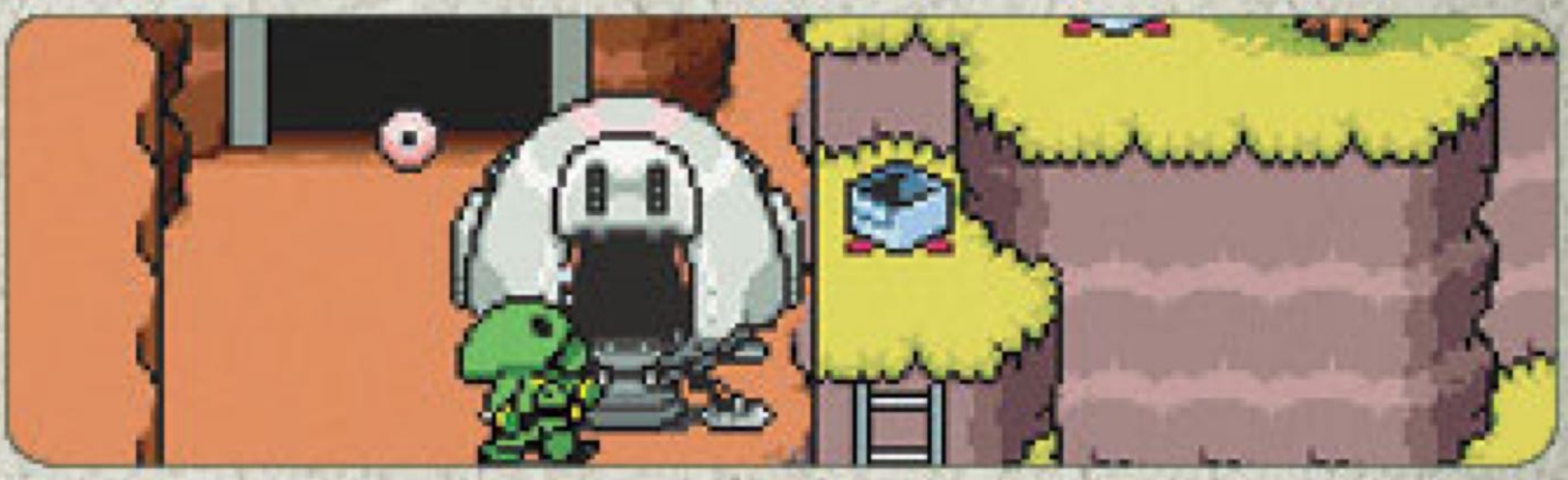
I NEEDLE LITTLE GUIDANCE!

After his defeat, a humiliated Fassad flies off, swearing his future vengeance. Lucas steps up to pull the Needle and learns a new PK power! Phrygia, fading fast yet still detail-oriented, appears to reveal the location of the remaining Needles. Remember to heal yourself for the return journey through the volcano. Danger still lurks!



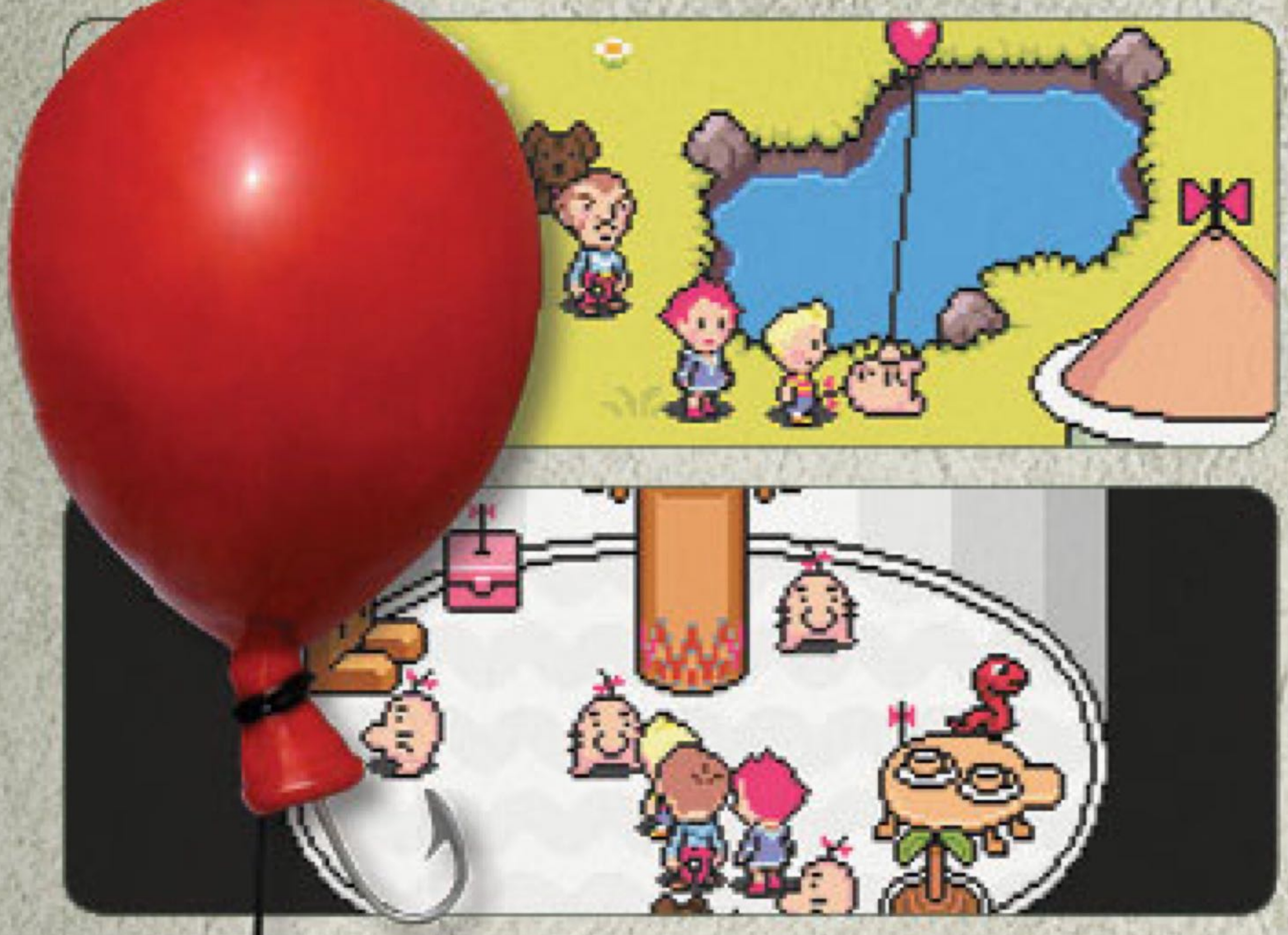
CORPOREAL LADDER

When you return to the cliff, you're greeted by some Mr. Saturns who were kind enough to construct a less-squishy ladder for your return. Relax in the nearby hot springs to wash away your "exhaust." You've earned it!



A BOMB-ABLE BLOCKADE

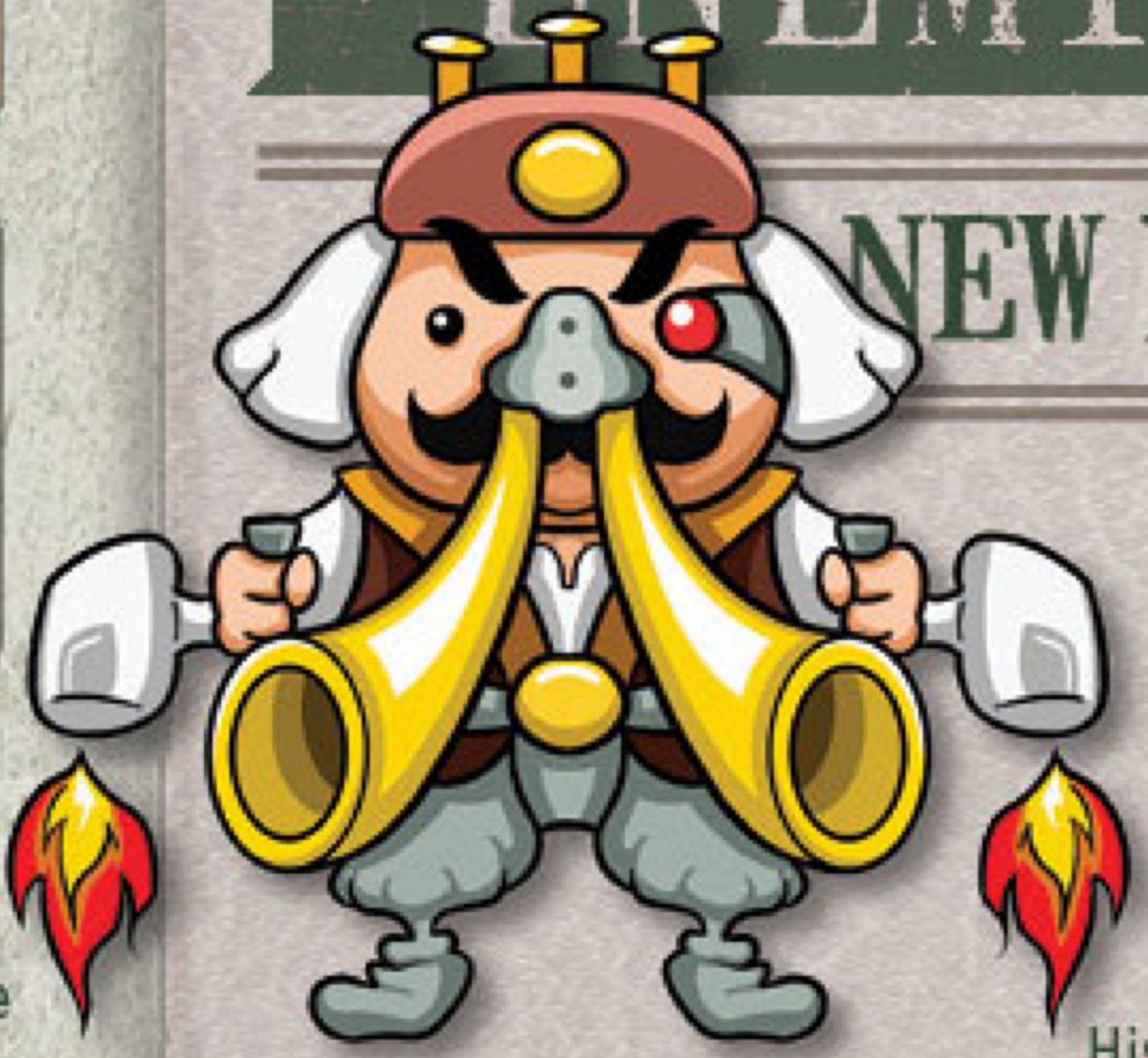
A familiar sound hums through the air as a Pigmask pilot ship makes a short stop with a goal of stopping you short. Go to the tunnel to survey the damage—looks like you won't be leaving anytime soon. Duster will suggest a chat with the Mr. Saturn in the totem hut.



A BIRD-BRAINED IDEA

The answer to your dilemma seems so simple to the Mr. Saturns: fish for some birds and fly out! Could it really be that simple? The only way to find out is to try it! The Saturns have their own unique way of "fishing," but since you've got opposable thumbs you might try just walking up to one slowly and grabbing it.

ENEMIES



NEW FASSAD

NEEDLE BOSS

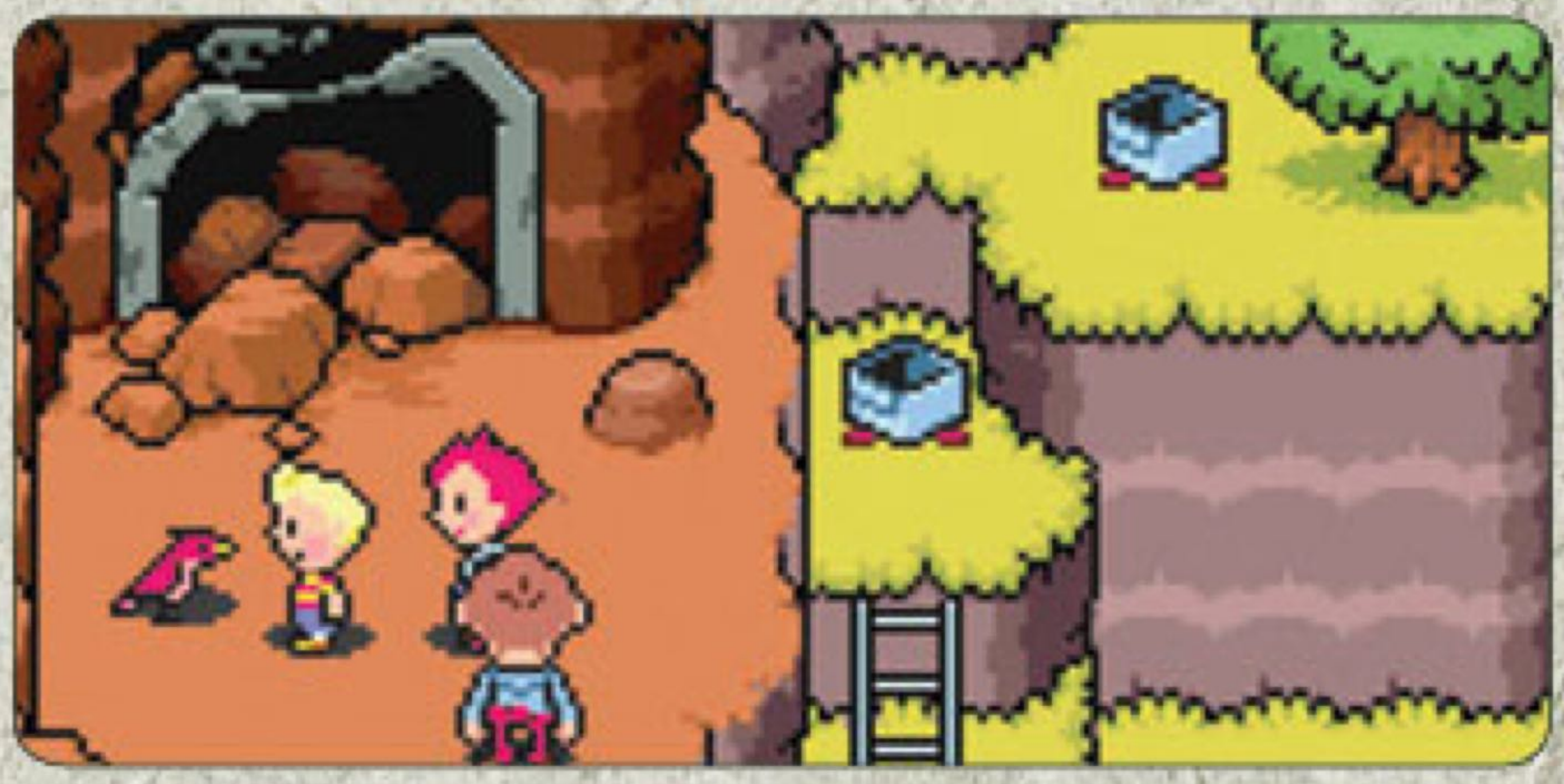
This remade nuisance is ready to rock. His attacks include powerful charges, a wide variety of bombs and beams, and a re-deployable shield.

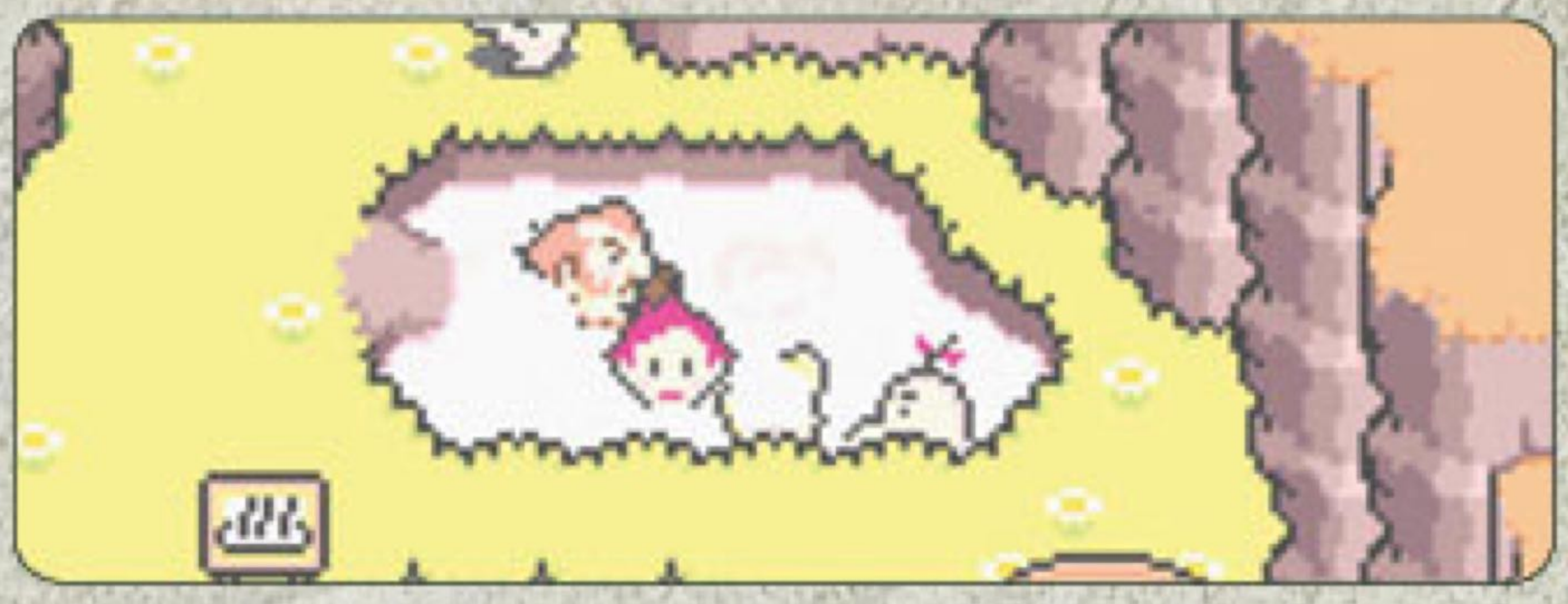
LUXURY BANANA (100%)

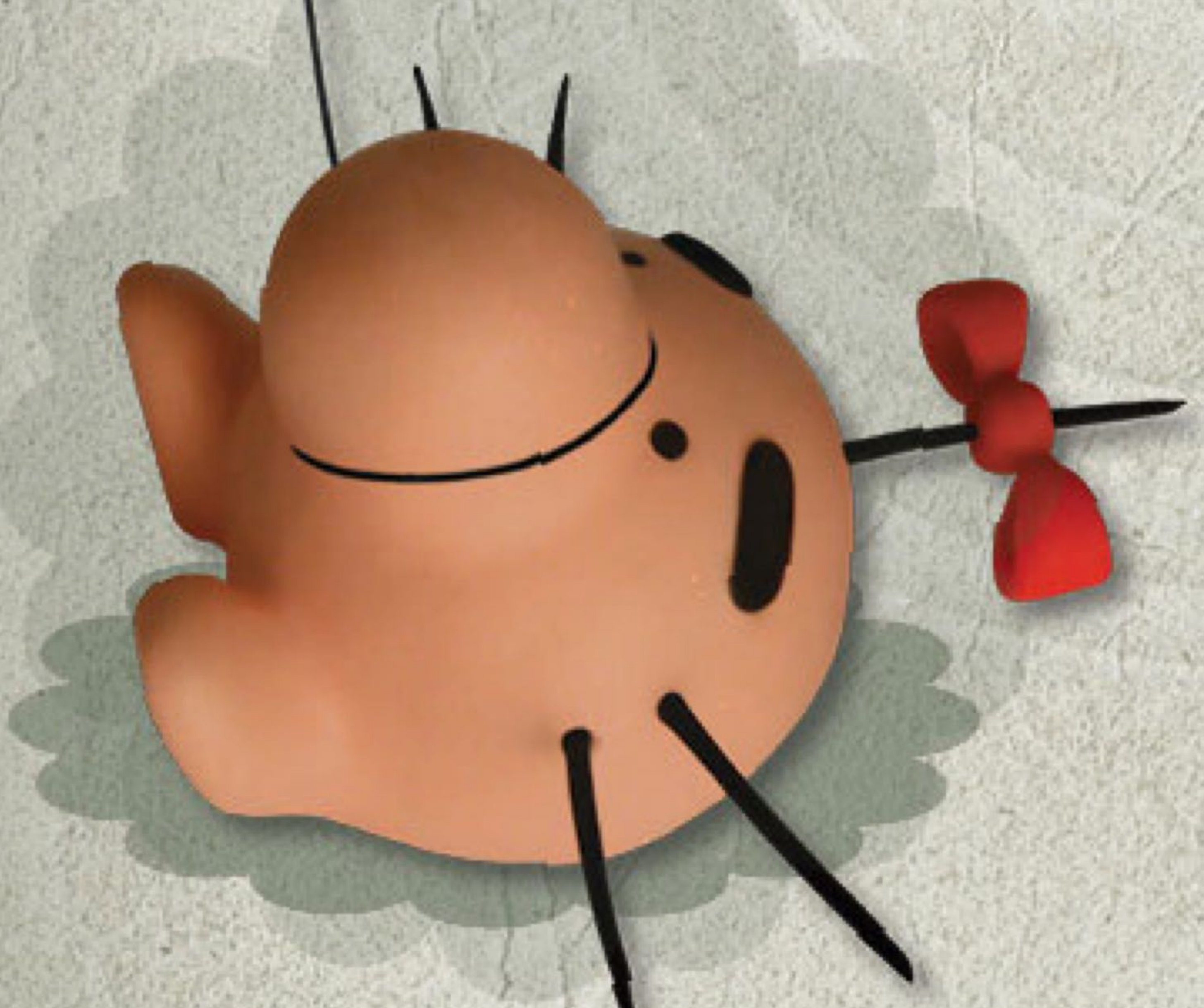
HP: 3182 | OFF:164 DEF:78 | EXP:11121 DP:1200

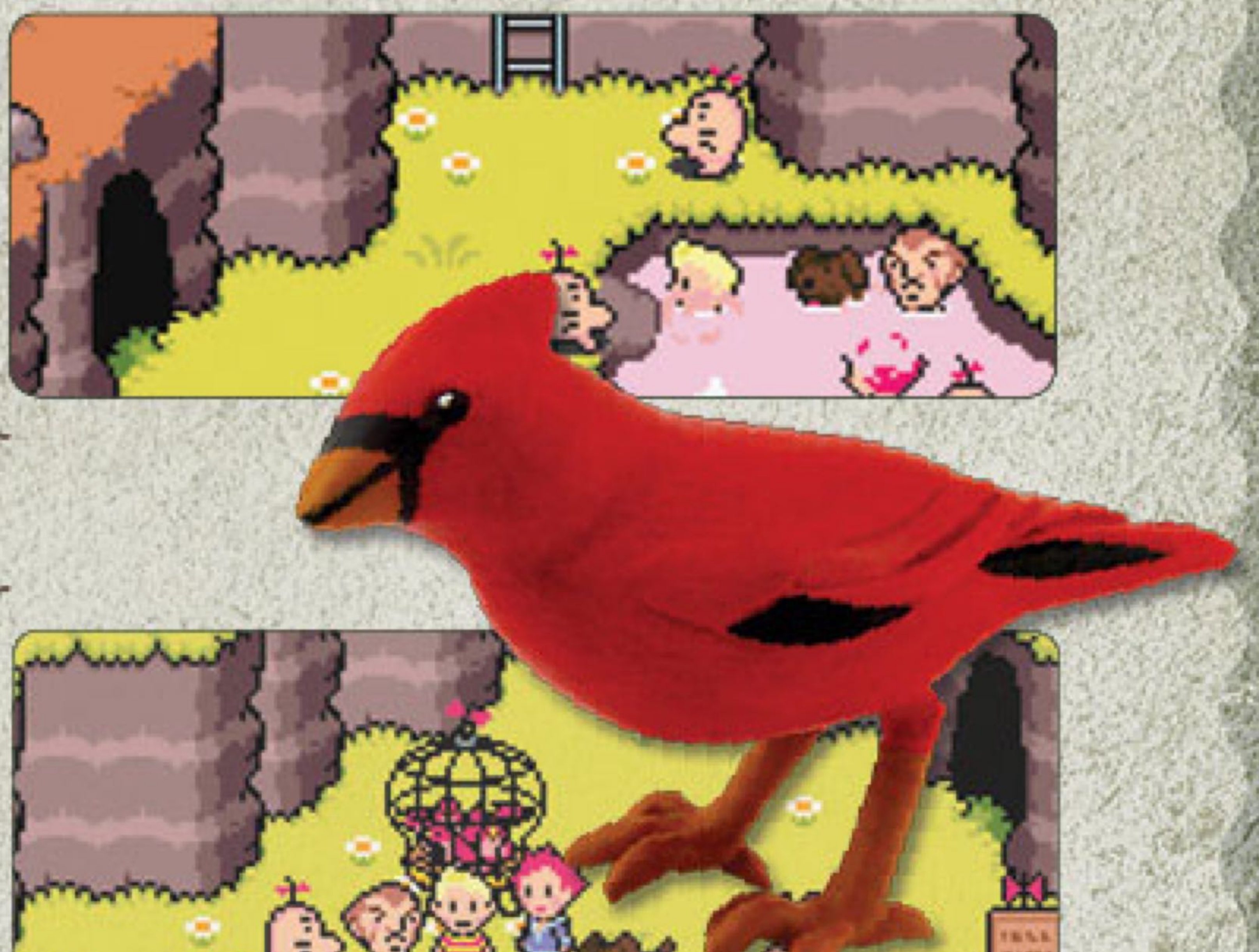
THE DIRTY BADGE OF COURAGE

After you hand over your bird, you'll be invited to take another dip in the Hot Springs, where you'll be offered an unexpectedly refreshing drink. Let your mind wander as the Mr. Saturns assemble their idea. After some time, a lone Saturn asks for your Courage Badge. He takes it with a promise to clean it up!









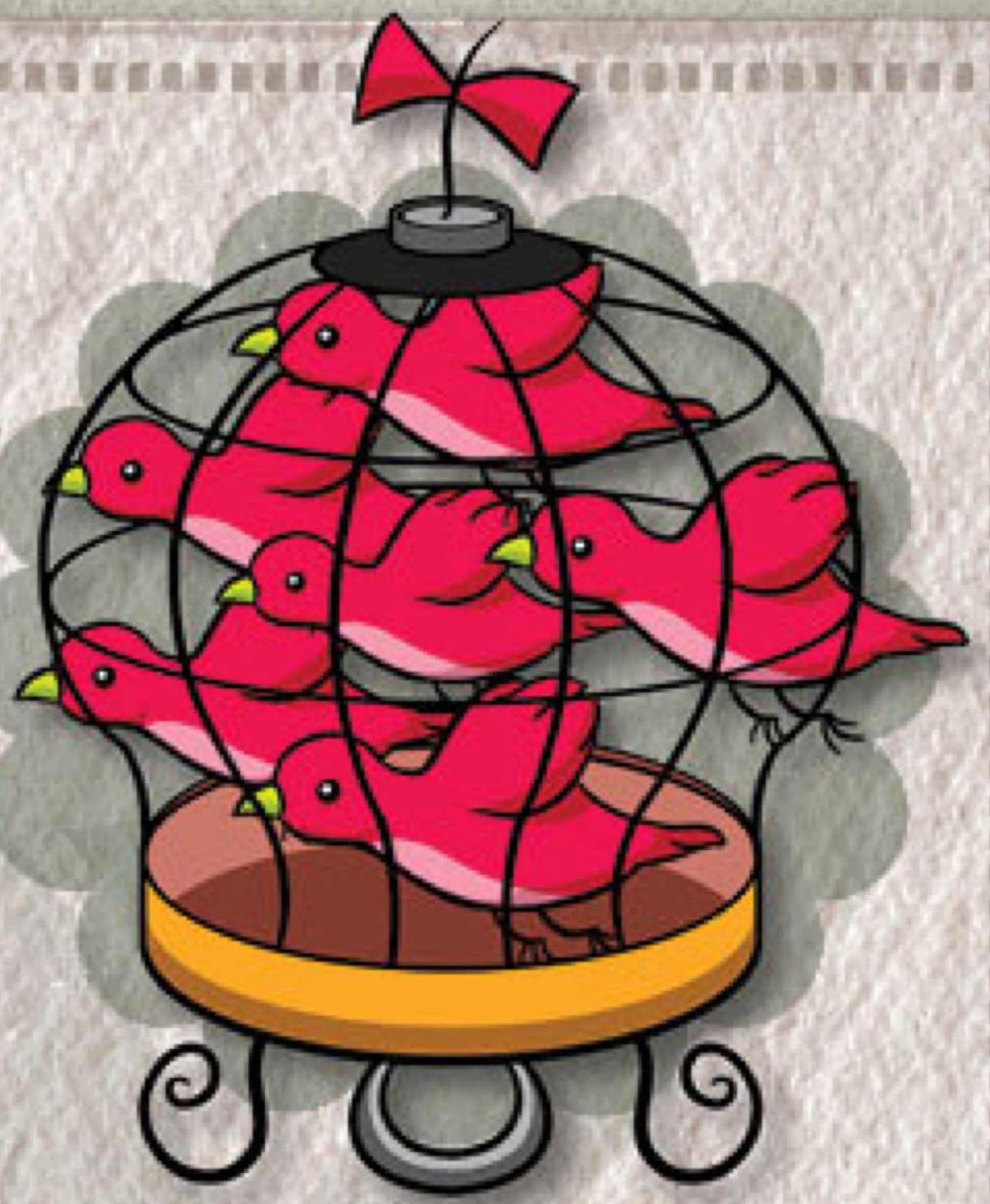
HOPE ON THE ROPE

The Mr. Saturns' handiwork is as incredible as their speed! With this cage, you'll be able to fly—probably? Before you start your journey, however, an old friend once again offers his assistance in a cord-ial fashion.

SHEER DETERMINATION

The Rope Snake is bound and determined to get back in the game. You can accept his offer without question, but you'll be regaled with anecdotes of the moody reptile's preparation if you continuously turn down his offer. Surely such a proud, hardworking snake can be trusted with a second chance?

INVENTOR'S DIGEST



This month's issue of Inventor's Digest takes a deeper look into the ingenious creation of the CageFlight flying apparatus. Created by Mr. Saturn, a creature who is continuously proving the Inventor's Digest motto: "It takes a uniquer thinker to create under restraint!" Mr. Saturn has used his stunning intellect to weigh the setbacks, sum the factors, and carry the one, resulting in this aerodynamic retro-wonder!

ENERGY *The CageFlight brilliantly harnesses its energy from the pre-installed flock of birds. If you're following along at home, you'll want to backorder issue 64 for information on how to catch your own flock with a Fishing Poloon.*

PROPULSION *Using natural wind energy and the deflection of air pockets from other birds in the flock, a series of micro-vortices are created, propelling the CageFlight skyward!*

CONSTRUCTION *A lightweight iron alloy cage holds the flock safely in place. The only major oversight noted by our reviewer: no safety device to ensure that any reptiles, humans, or walnut-crackers attached to the bottom of the cage stay put.*

MAKE A SPLASH

After holding on for as long as he can, the Rope Snake gives way—luckily over a body of water! Your party washes up on Tazmily's western shore with a severely depressed reptile in tow.

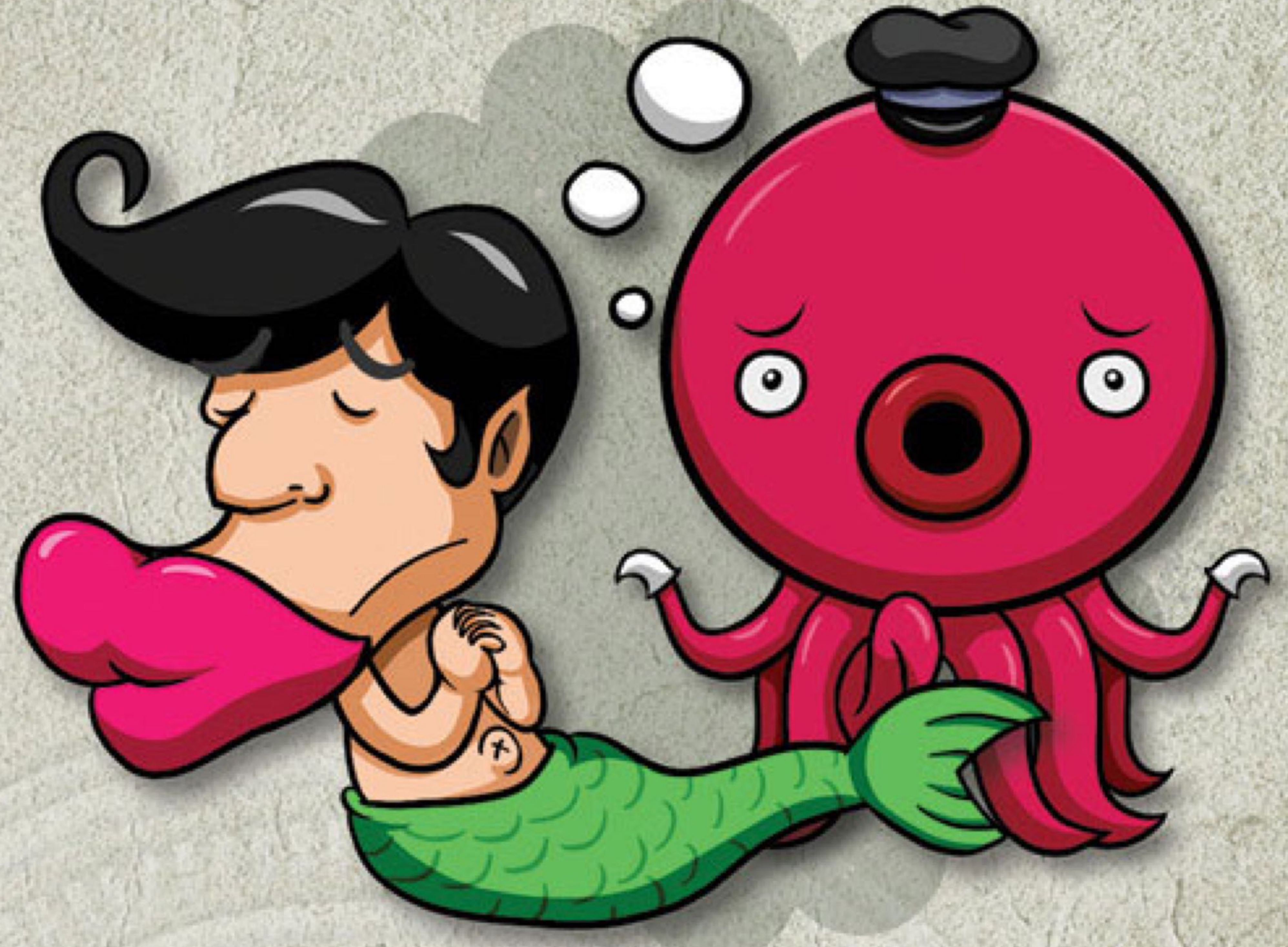
BEAN AROUND THE BLOCK

Head back to where you found the Saturn Table and you'll find a Pork Bean remodeled in the image of the beings who probably designed it. Zoom! Saturn Valley's entrance is repaired, but not much else is different there.

CHAPTER no 7

PART V

LOWS TO HIGHS



SO MUCH TO SEA!

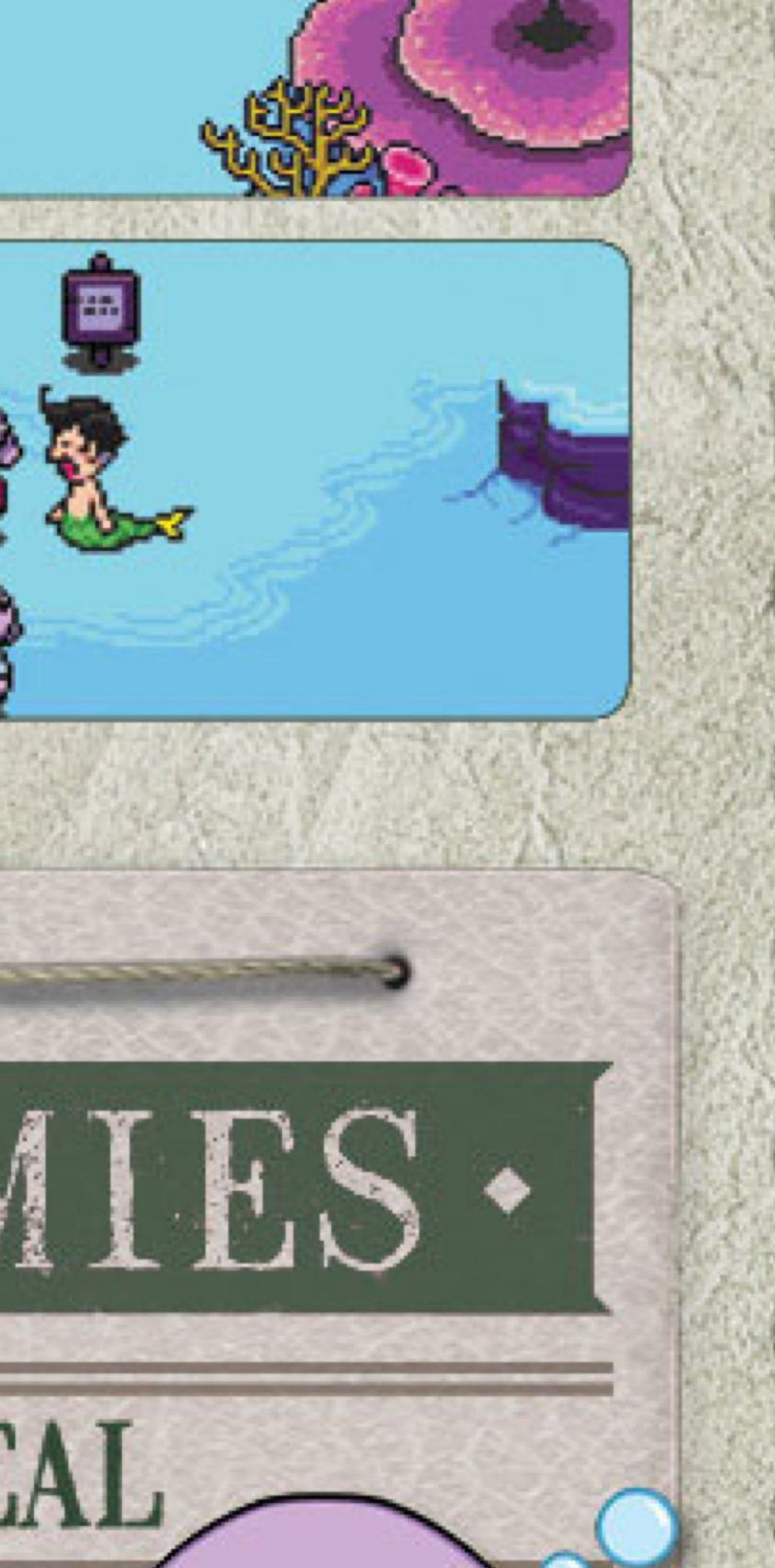
By 'talking' to the sea, you'll be able to walk your way into its depths. What a beautiful reef! You're not here to snorkel, as you'll quickly remember when you spot the Pigmasks patrolling the seafloor.

Don't Hold Your BREATH

During your maritime excursion, you'll need regular doses of oxygen. The good news: P-KORP is way ahead of you. The bad news: P-KORP is completely unconcerned with your comfort. The creepy mermen robots scattered about the depths serve as oxygen tanks, refilling your lungs with precious air. Watch your meter and be sure to fill up when you can!

ENEMIES

NAVY SQUEAL

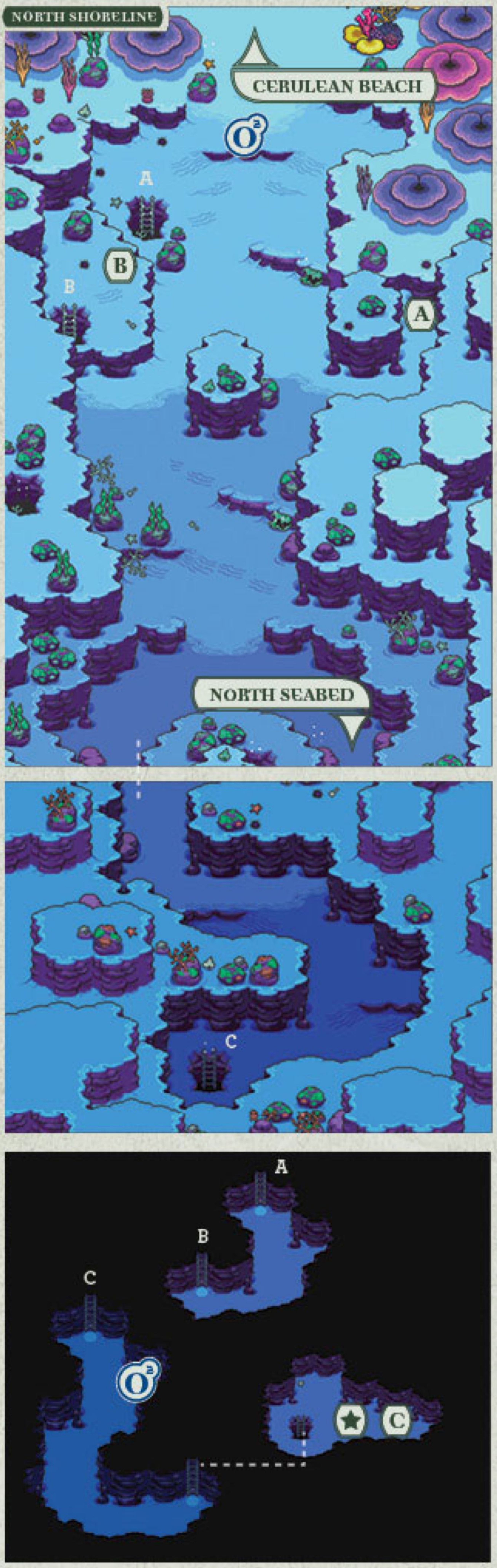


These aqua-based Pigmasks show no new battle tactics and usually travel solo. They're also so severely underpaid that they might just vacate the bout on a whim.

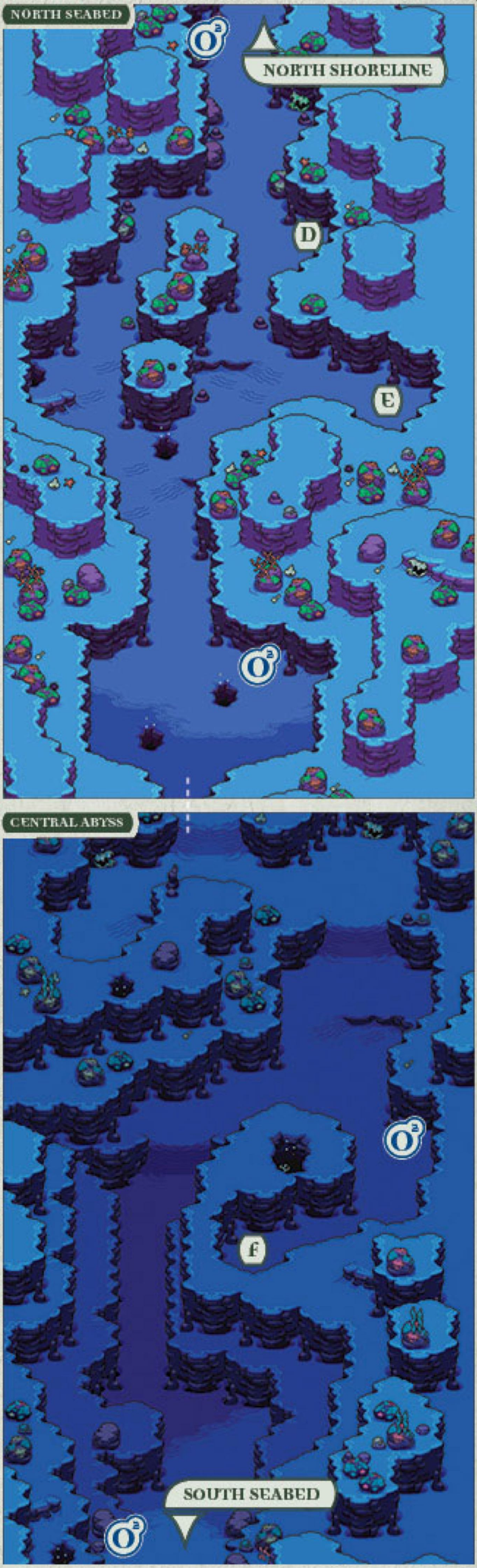
PORK STEW (10%)

HP: 563 | OFF:115 DEF:70 | EXP:774 DP:118

CERULEAN SEA FLOOR

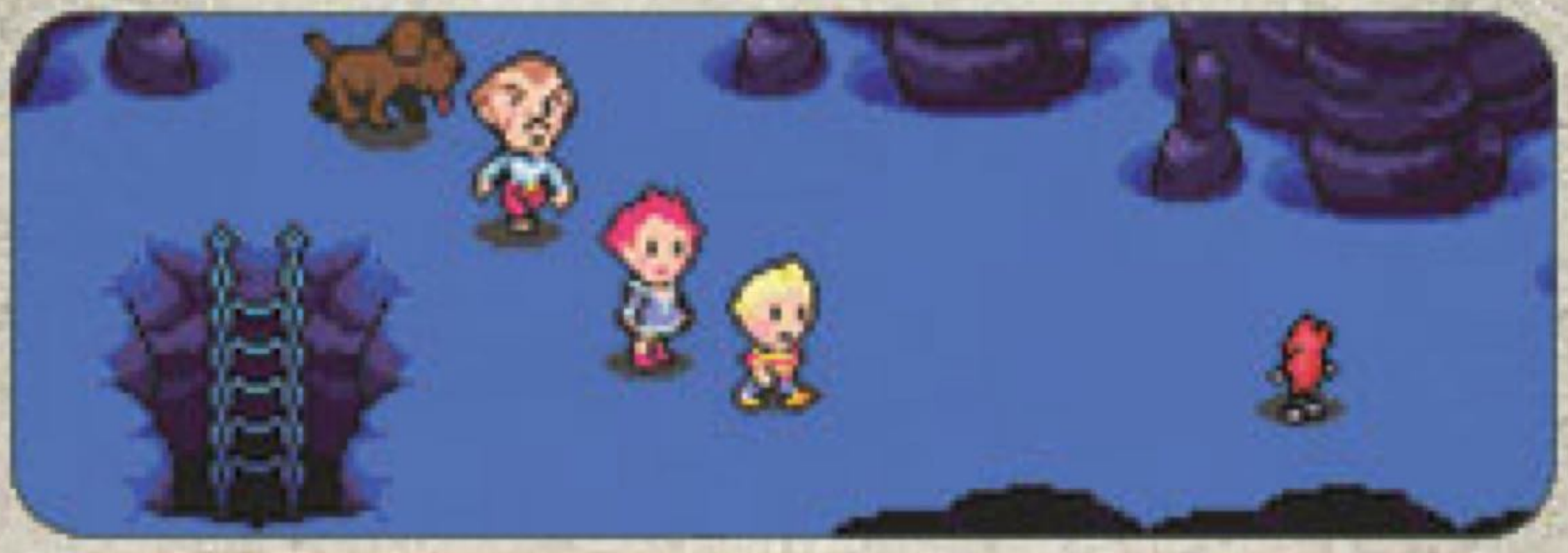

NORTH SHORELINE
CERULEAN BEACH
O²
A
B
B
A
NORTH SEABED
C
A
B
C
O²
★
C

- (A) SEA FLOOR MAP
- (B) VIRGO BRACELET
- (★) FISH ROE MAN
- (C) AWESOME CROWN


NORTH SEABED
O²
NORTH SHORELINE
D
E
O²
CENTRAL ABYSS
O²
F
SOUTH SEABED
O²

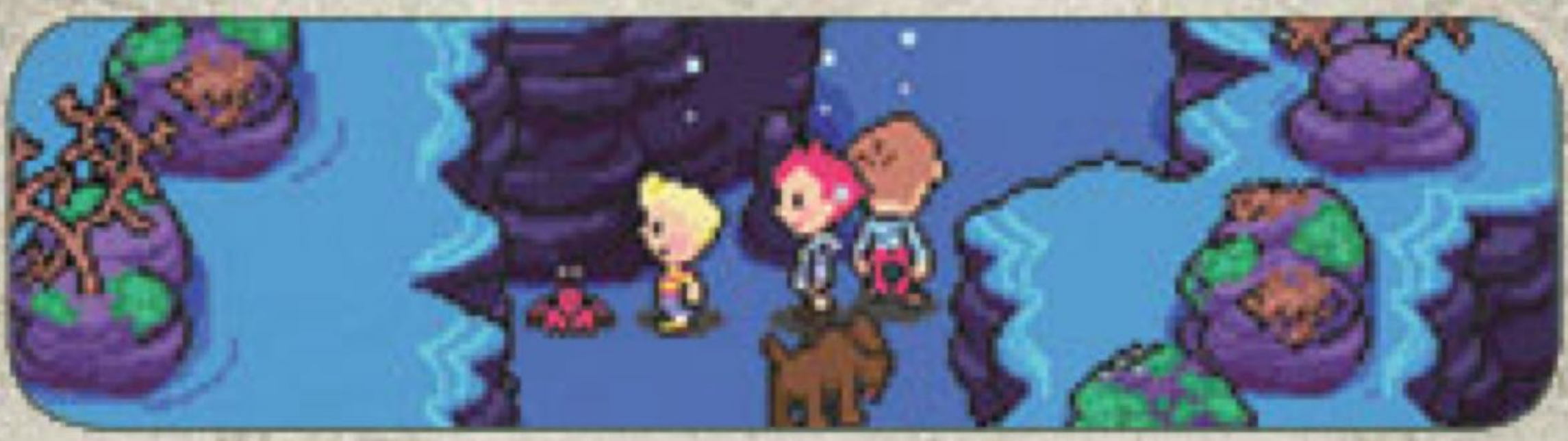
- (D) MAGIC TART
- (E) DOUBLE JERKY
- (F) CUP OF LIFENOODLES

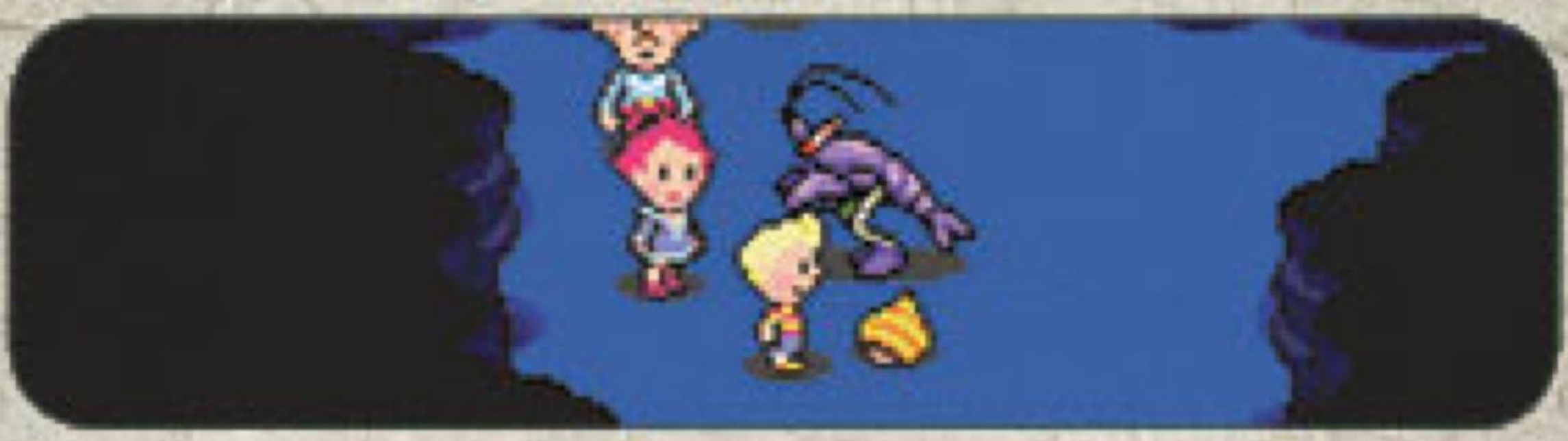
ROE NO!



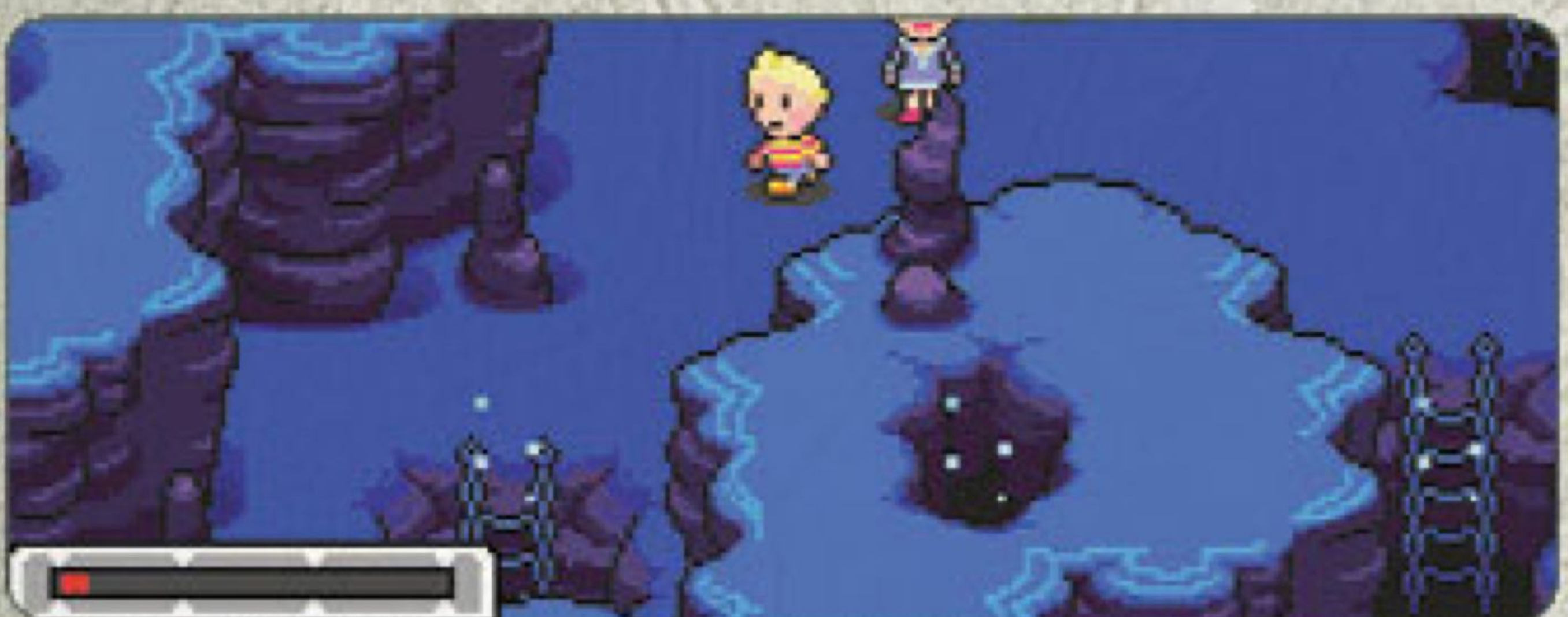
During your meandering, you may come across a walking delicacy which is anything but delicate. Fish Roe Man packs a powerful punch and has a huge amount of HP. The reward for taking him down is one of the best pieces of headgear Lucas will come across.

SHELL SHOCK





Roaming the lonely sea is a sad hermit crab who lost his shell. If you happen to find its golden shell later on, return it to the crushed crustacean for a nice reward!

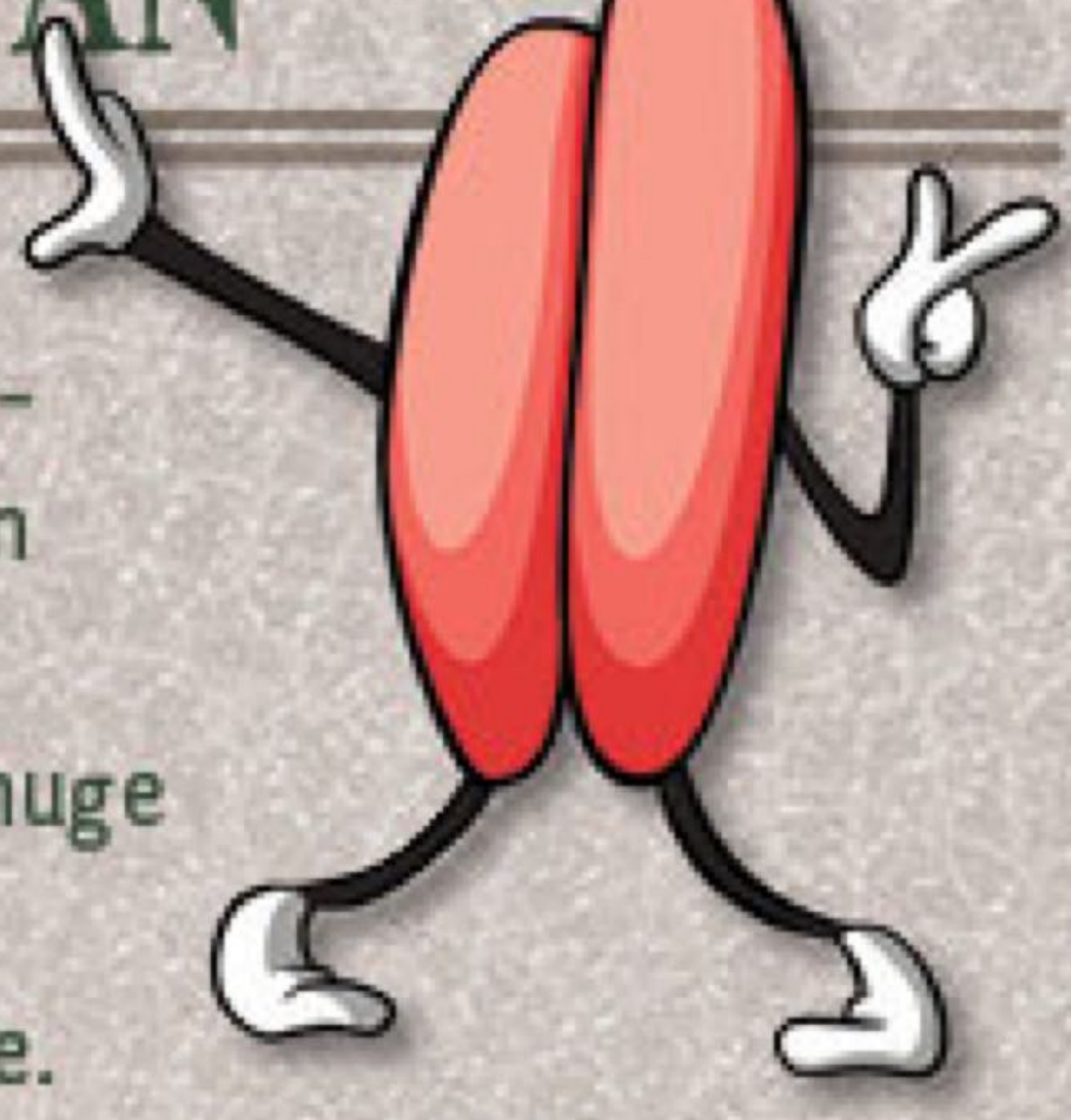


DON'T MISS THE MACHINES

The huge number of holes in the South Seabed can be confusing. Head left (west) to find an Oxygen Machine, then use that as 'home base' to explore the other holes.

ENEMIES

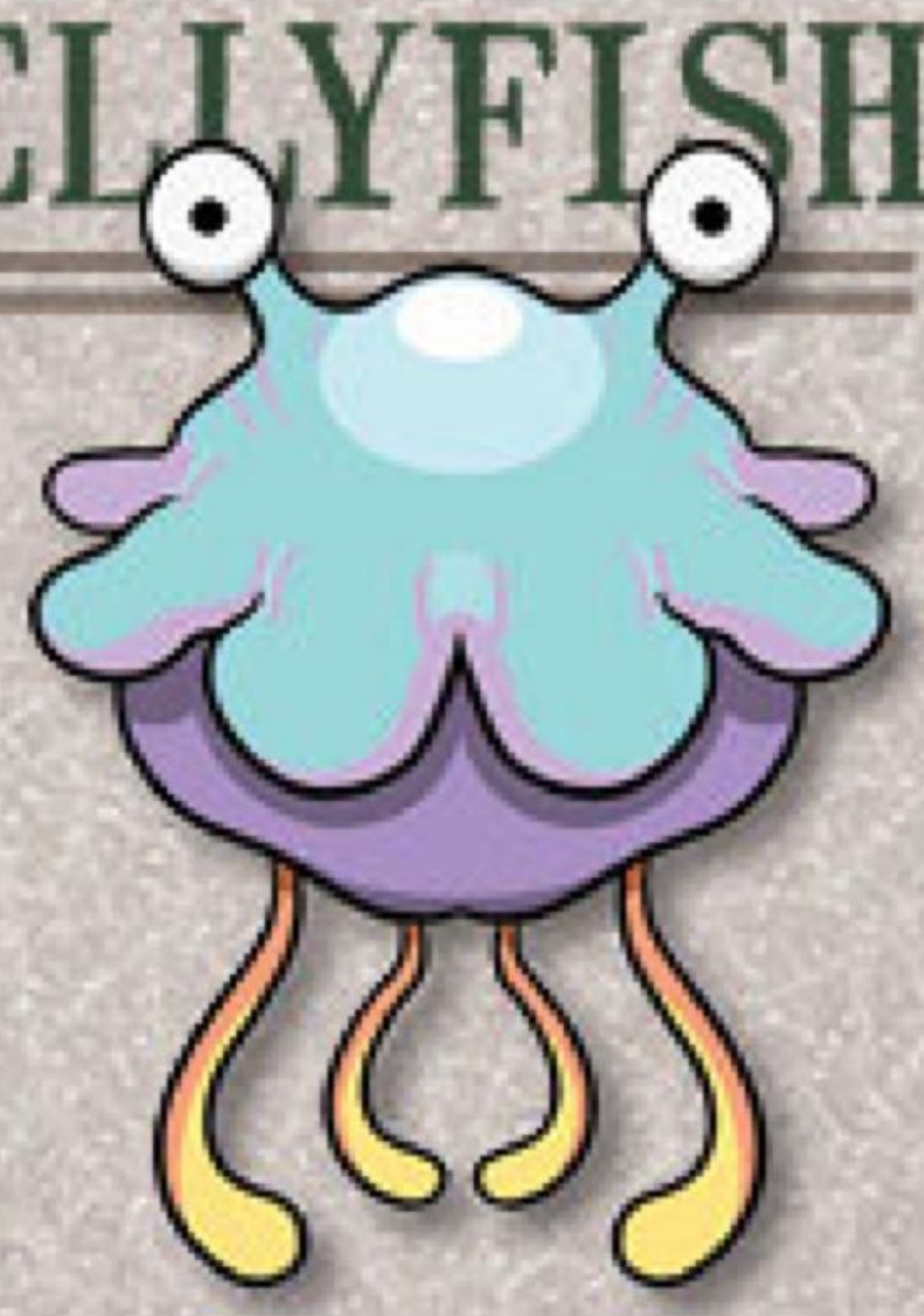
FISH ROE MAN



For a pile of unfertilized eggs, this thing is a well-developed fighter. It can launch attacks to hit 3 party members for pretty huge damage. Give it a little freezer burn with PK Freeze.

HP: 1856 | OFF:168 DEF:65 | EXP:943 DP:200

CAREFREE JELLYFISH

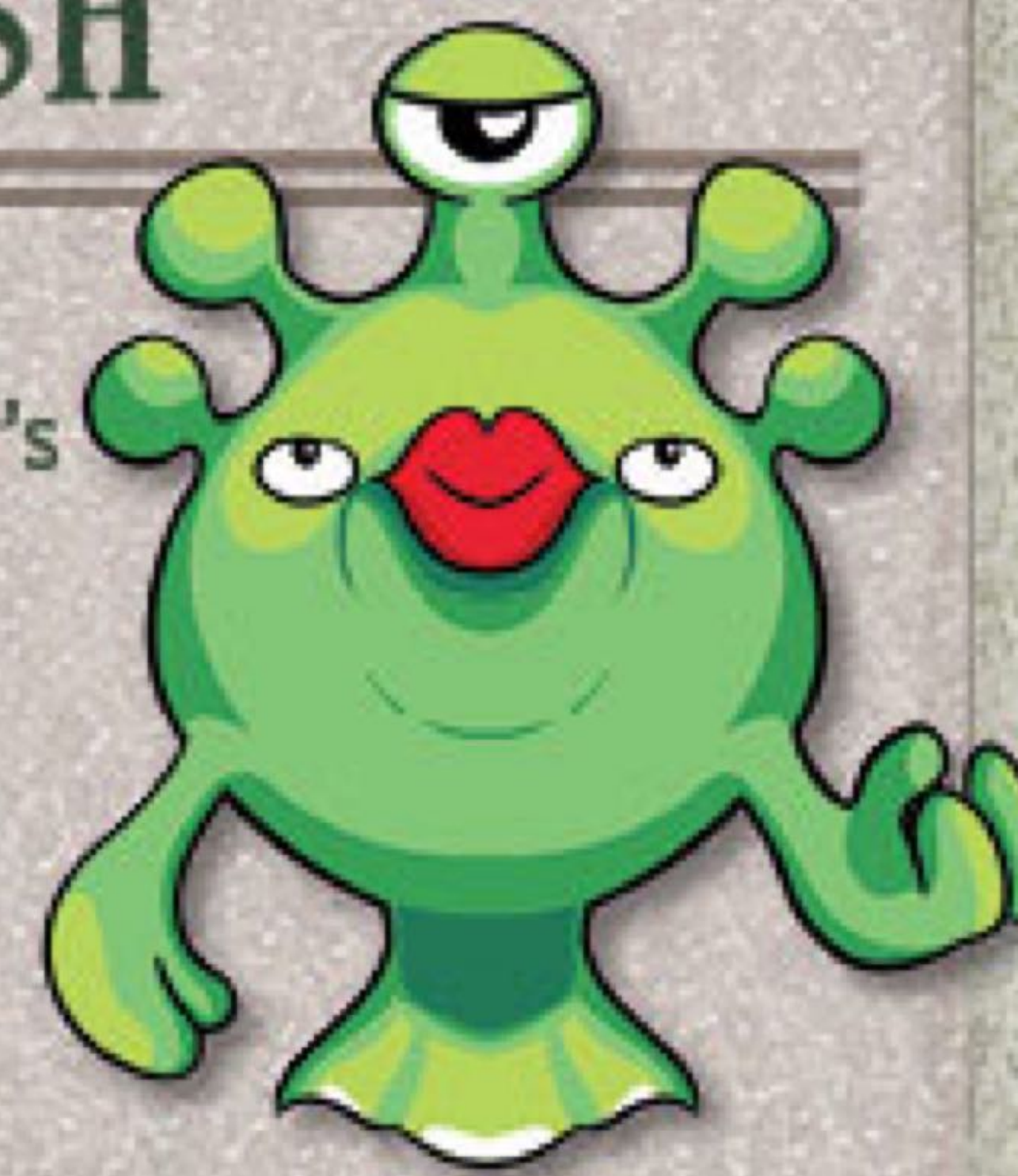


They're so carefree you can easily walk up to their backs and get an easy green swirl. Watch out for their stinging tentacles, as you may end up paralyzed.

ANTI-PARALYSIS (20%)

HP: 485 | OFF:111 DEF:50 | EXP:579 DP:86

ROOOUND FISH

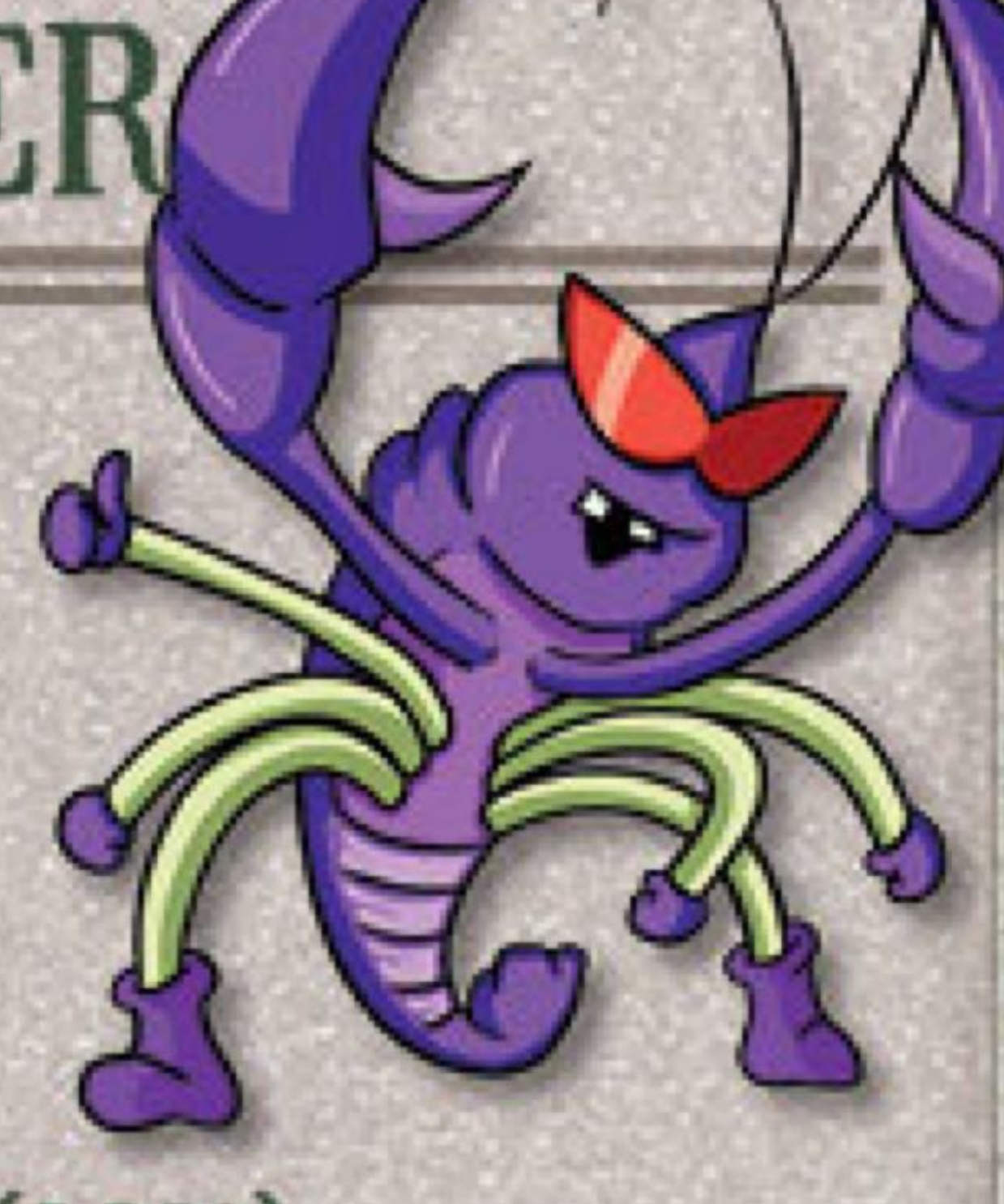


You'll find more sphere than fear around these fish. Duster's Hypno-Pendulum can easily make all of their eyes shut. Make 'em sleep with the fishes before they can PK Freeze B!

MAGIC GELATIN (5%)

HP: 531 | OFF:123 DEF:64 | EXP:720 DP: 93

ROCK LOBSTER

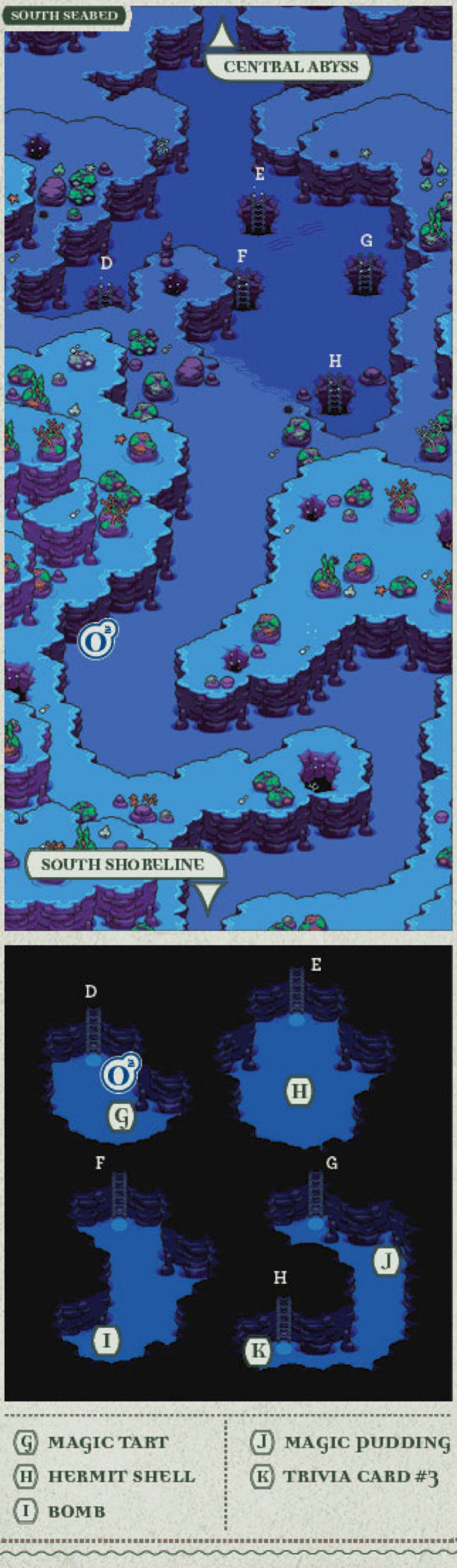


You may find yourself in a pinch with these cool crustaceans. Their stylish defenses are rock-solid, so hit them with PK Thunder or Freeze.

GIANT ABALONE STEAK (10%)

HP: 589 | OFF:172 DEF:100 | EXP:865 DP: 148

CERULEAN SEA FLOOR


SOUTH SEABED
CENTRAL ABYSS
E
D
F
G
H
SOUTH SHORELINE
D
E
G
H
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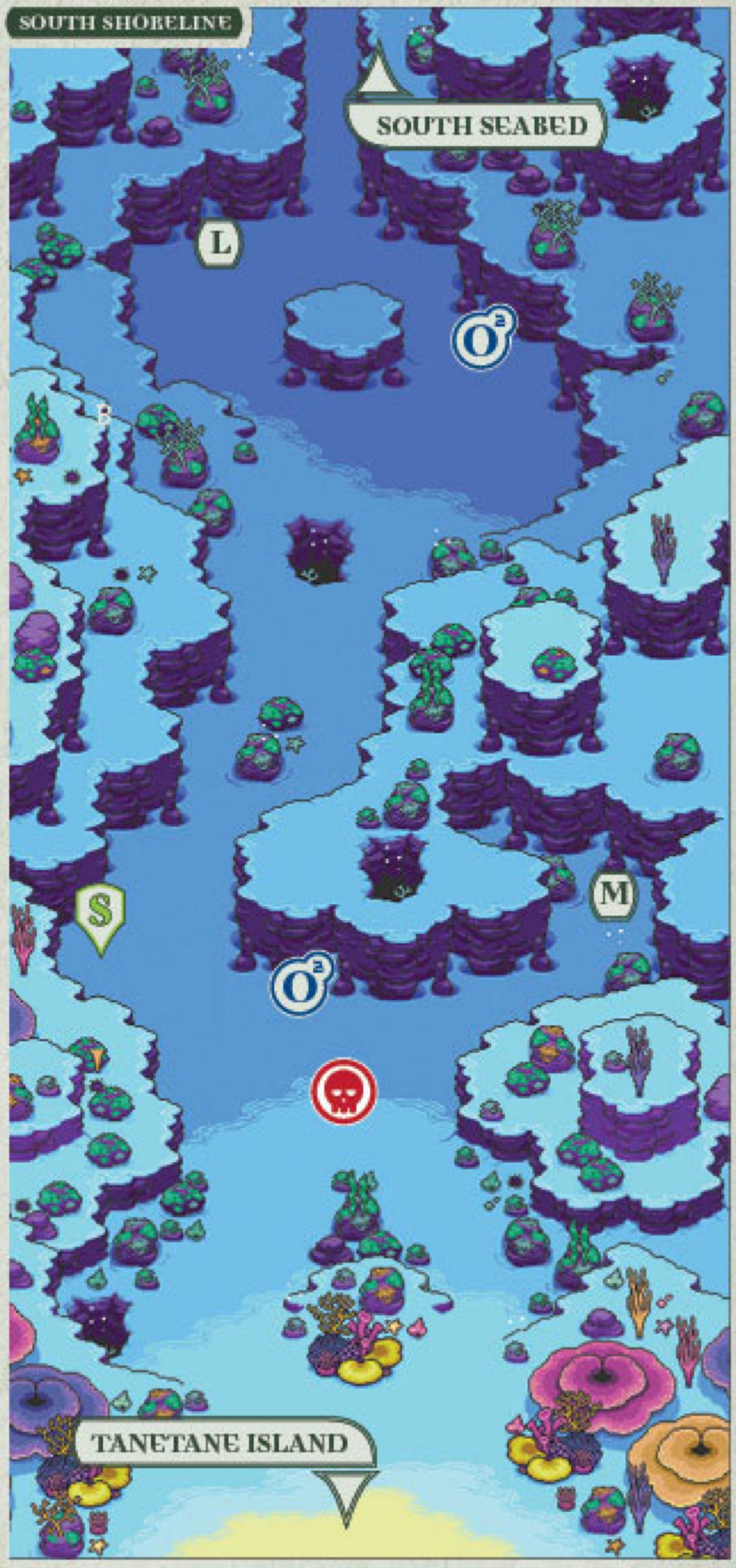
J
H
I
K

G MAGIC TART
H HERMIT SHELL
I BOMB
J MAGIC PUDDING
K TRIVIA CARD #3


SOUTH SHORELINE
SOUTH SEABED
L
S
M
TANETANE ISLAND

L MAGIC PUDDING
M MAGIC TART

BEWARE THE TIDES OF ED

As you near the shore of Tanetane, you'll meet a scuba diving Frog who opts to save your game. Danger lurks, so you should consider healing up and rearranging your inventory. Make sure to grab the present box east of the O2 Machine before diving into the current of Master Eddy.

MINI·BOSS

CARRIED AWAY

Master Eddy might look like a pushover, but his whirlpool attacks will do some pretty serious damage to everyone in your party. On top of that, he can attack twice each round, which means it will be important to cripple him quickly.

Early attacks:

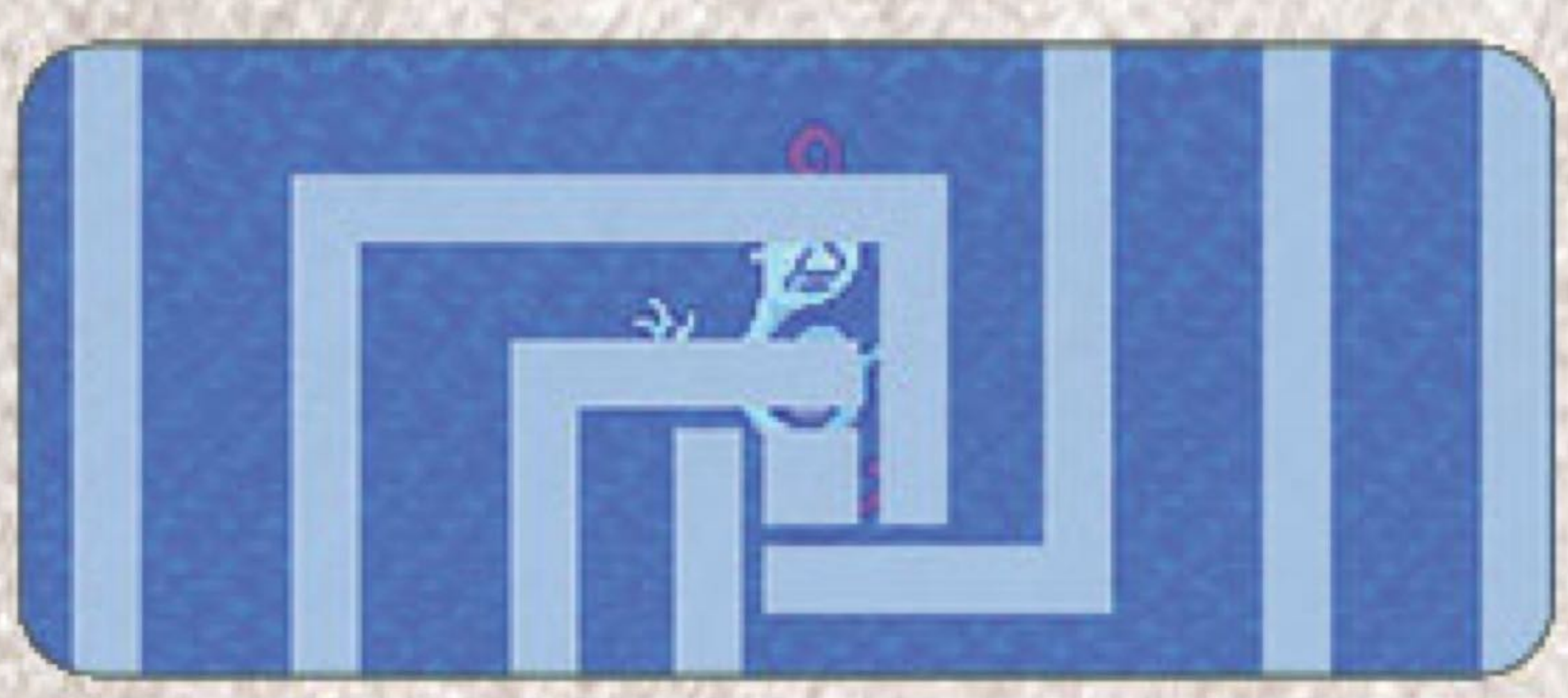
- ***Lucas:*** *Shield Ω, Defense Up Ω*
- ***Kumatora:*** *Offense/Defense Down α*
- ***Duster:*** *Smoke Bomb, Combos*
- ***Boney:*** *Explosives, Honey Shower*

Later Strategies:

With Eddy's attacks weakened

- ***Lucas:*** *Offense Up Ω, combos*
- ***Kumatora:*** *PK Thunder β*
- ***Duster:*** *Combos*
- ***Boney:*** *Healing items (keep everyone above 100 HP!)*

When he's about to go down, Master Eddy will summon one final whirlpool. This knock-out-punch is so tough that it carries away all of your HP—and your items! Don't worry, though, even if everyone in your party gets knocked out by this rogue wave, you'll still make it to Tanetane.



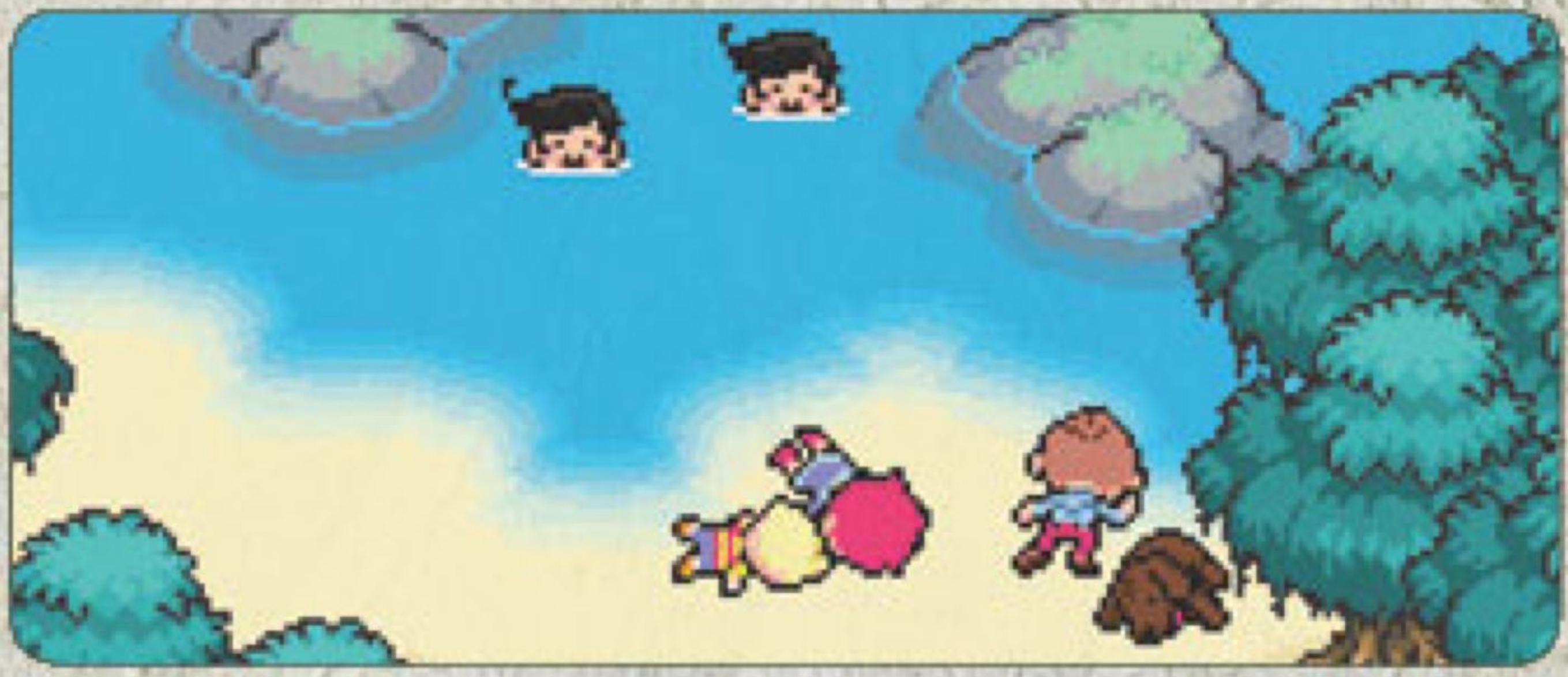
ENEMIES

MASTER EDDY

MINI-BOSS

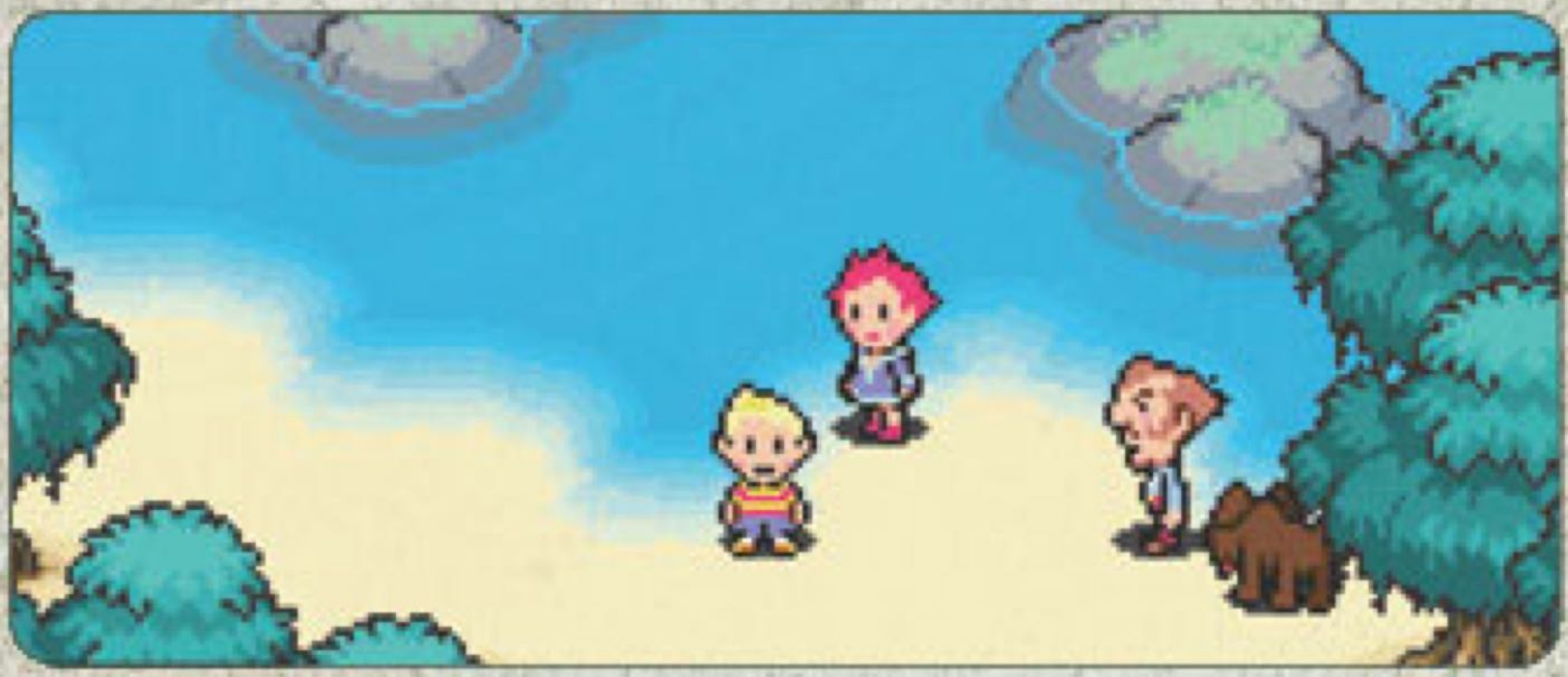
Master Eddy musters many malicious maelstroms! His whirlpools will ebb away your HP, but you can strike back with PK Thunder and explosives. You might not last long without a shield, though...

HP: 2568 | OFF:127 DEF:81 | EXP:0 DP:721



AWASH AGAIN

As the tsunami calms to a ripple, you find yourself once more on hot beach sand. Without your items or health, things look mighty grim! How will you cope?



EMERGEN-SEA GUIDELINES

With only your equipped items, no PP, and 1 HP each, the circumstances are dire! Even a Save Frog in the middle of being digested takes a moment to remind you that you're in quite a pickle. If only you could find some food...

LESSON: MYCOLOGY BIOLOGY

You've undoubtedly seen many types of mushrooms growing in the woods, around mountains, or on the shores of forsaken tropical islands, but have you ever wondered which ones are safe to eat? Here's a handy list of what to look for in edible fungi:

LIFE *Obviously you don't want to eat something which appears to have died already. This is also true for undead mushrooms.*

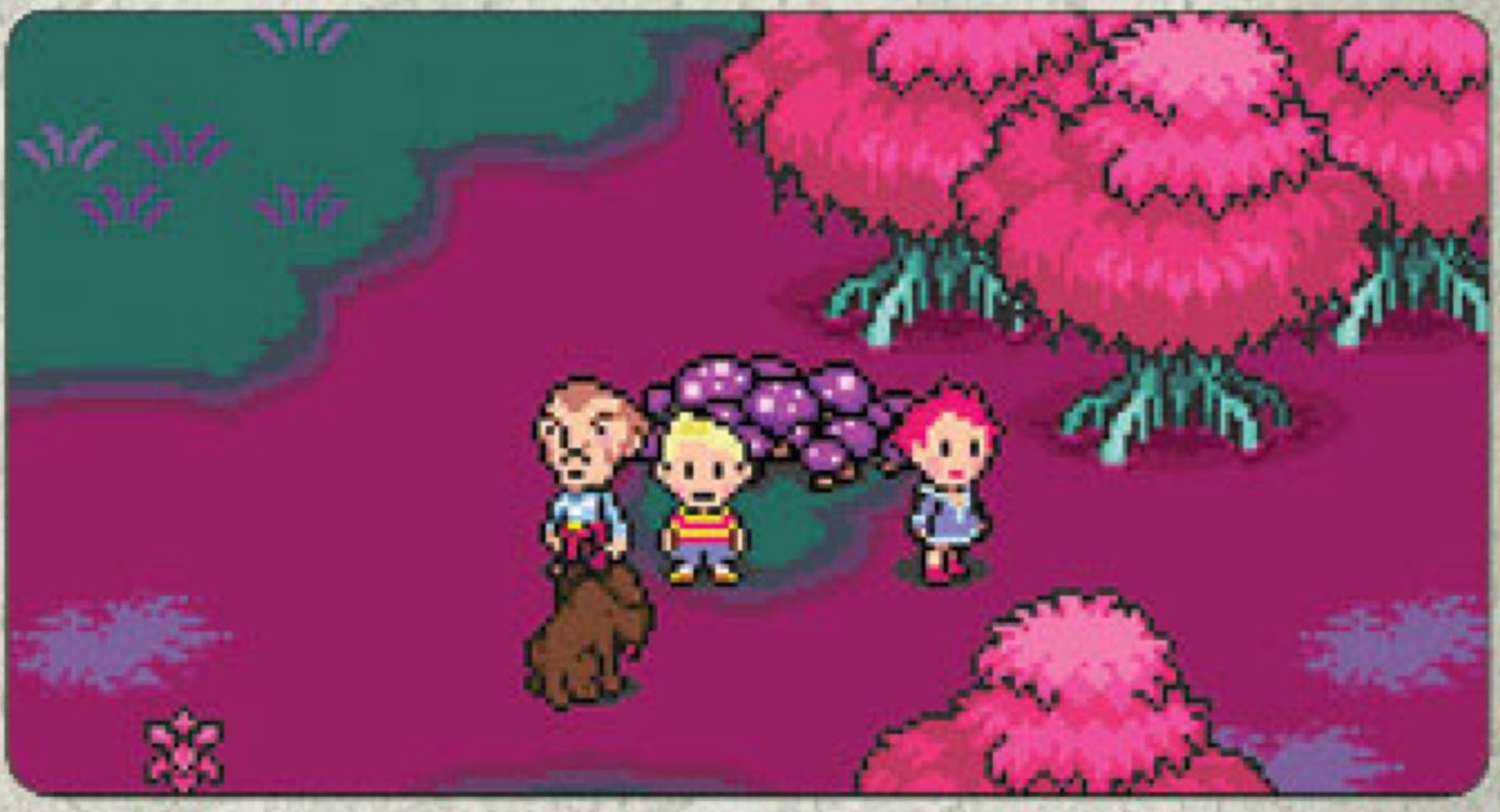
IDENTIFICATION *It takes a pro to safely identify poisonous shrooms, but it's not hard to spot some of them. If your mushroom has a mouth and is capable of speaking its own name, keep looking!*

SIZE *As a rule of thumb, mushrooms should be no more than a few inches tall at most. Once they're the size of a full-grown man, they become unwieldy.*

SIDE-EFFECTS *While some fungi are okay to eat, some may induce unexpected side effects including dizziness, vomiting, and hand-to-hand combat.*

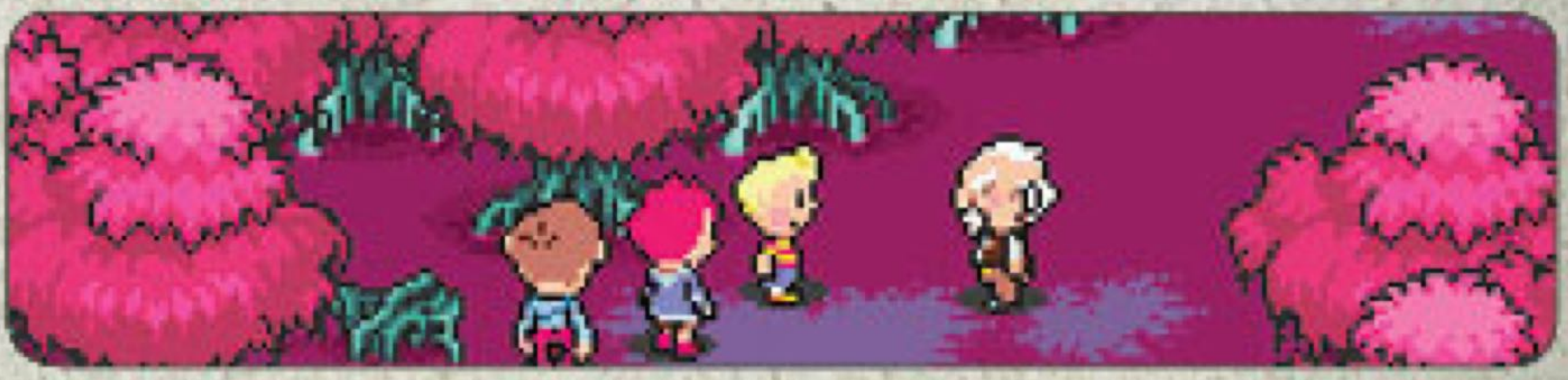
CRAAAZY, MAN

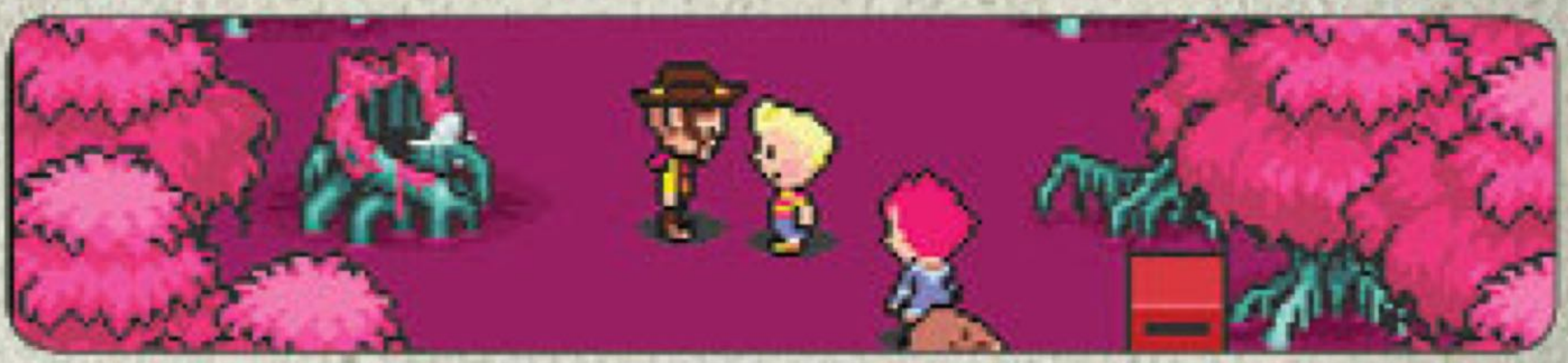
Well, you've certainly regained all of your HP and PP, but how will you regain your senses? There's nowhere to move but forward, so tread into the depths of the wild Tanetane Island and look for a cure. Your first obstacle is optional, but can you really resist the temptation to see what he's doing here?



FAUX FAMILY

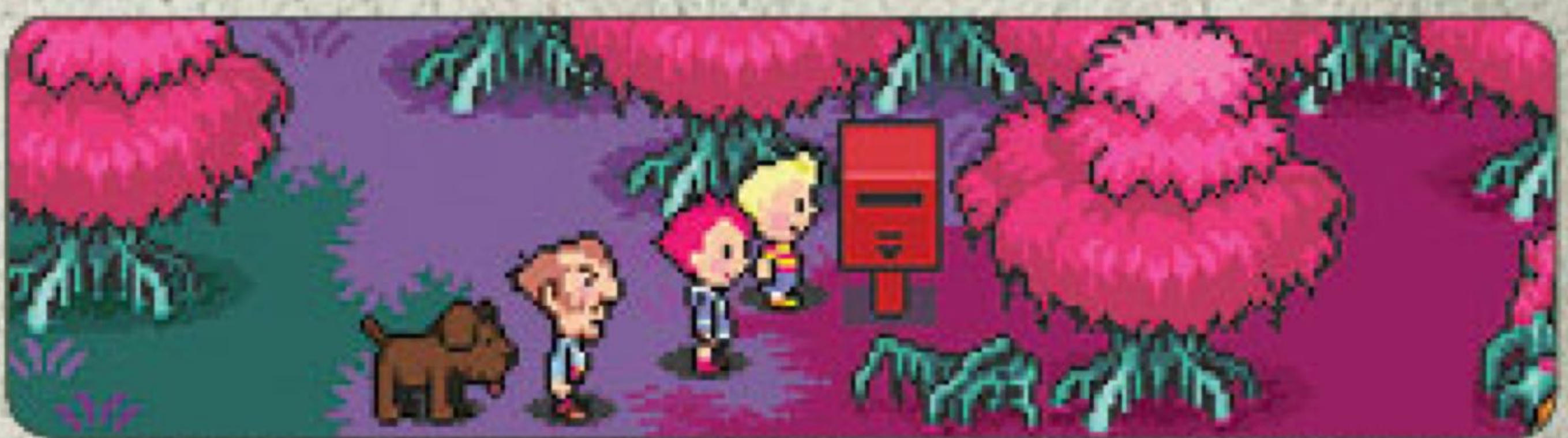
You'll meet many familiar faces along your journey. The things they'll say and do run the gamut from weird to mean to downright terrifying. Avoid them if you can, as these aren't just mere hallucinations: they're enemies in disguise!





WAIL MAIL

Isn't it strange that there are postboxes on a deserted island? You can peek into them without risking harm. Physical harm, at least.



MINI·BOSS

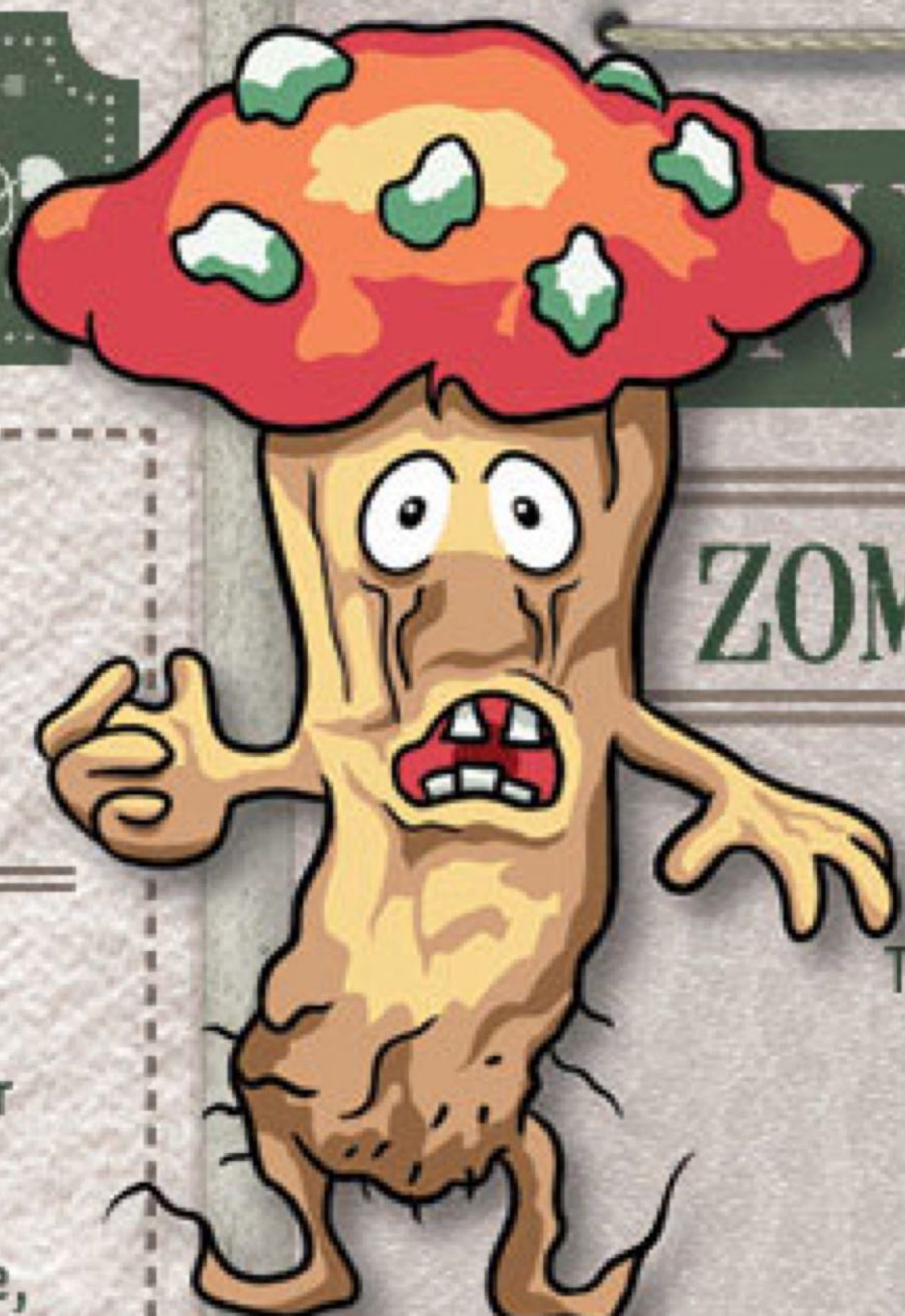
COMFORTABLY EERIE

You might be excited to see Flint again, but his harsh words will quickly spoil your enthusiasm. The being will appear as a disembodied smile when you enter battle, but after a few whacks it will reveal its true form: the Zombieshroom!

Don't be afraid to go all-out. The mushrooms you ate can fully restore you if you go back for a second helping, so feel free to use your most powerful PSI!

The undead mushroom will frequently unleash a barrage of poisonous spores upon your entire party. It might not be worth your time healing the condition, so just fight through it.

NEMIES



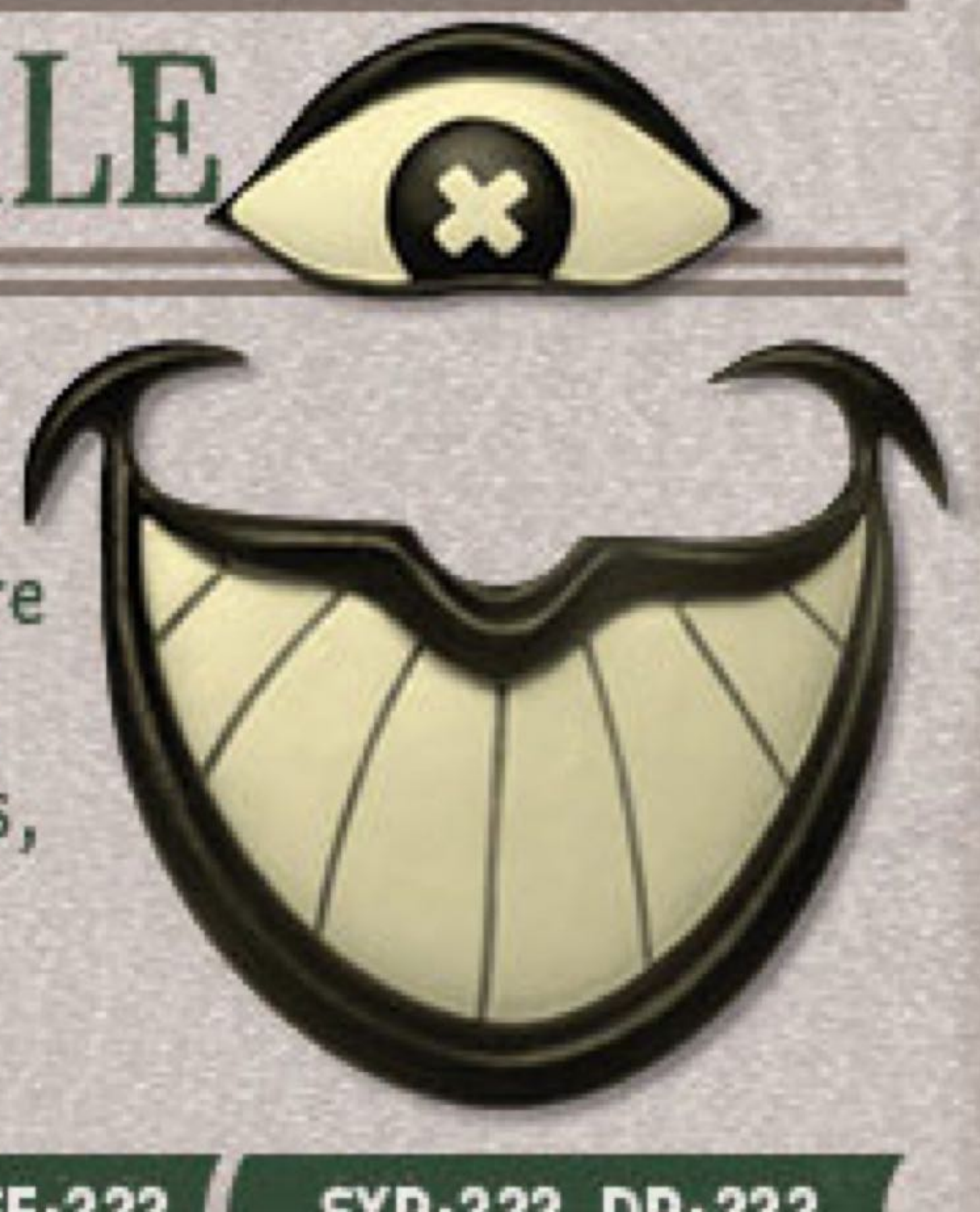
ZOMBIESHROOM

MINI-BOSS

This towering toadstool is not a fun guy. Its spore attacks can poison you, but you can fight back with PK Fire and numbness-inducing attacks.

HP: 2489
OFF:151 DEF:65
EXP:6336 DP:780

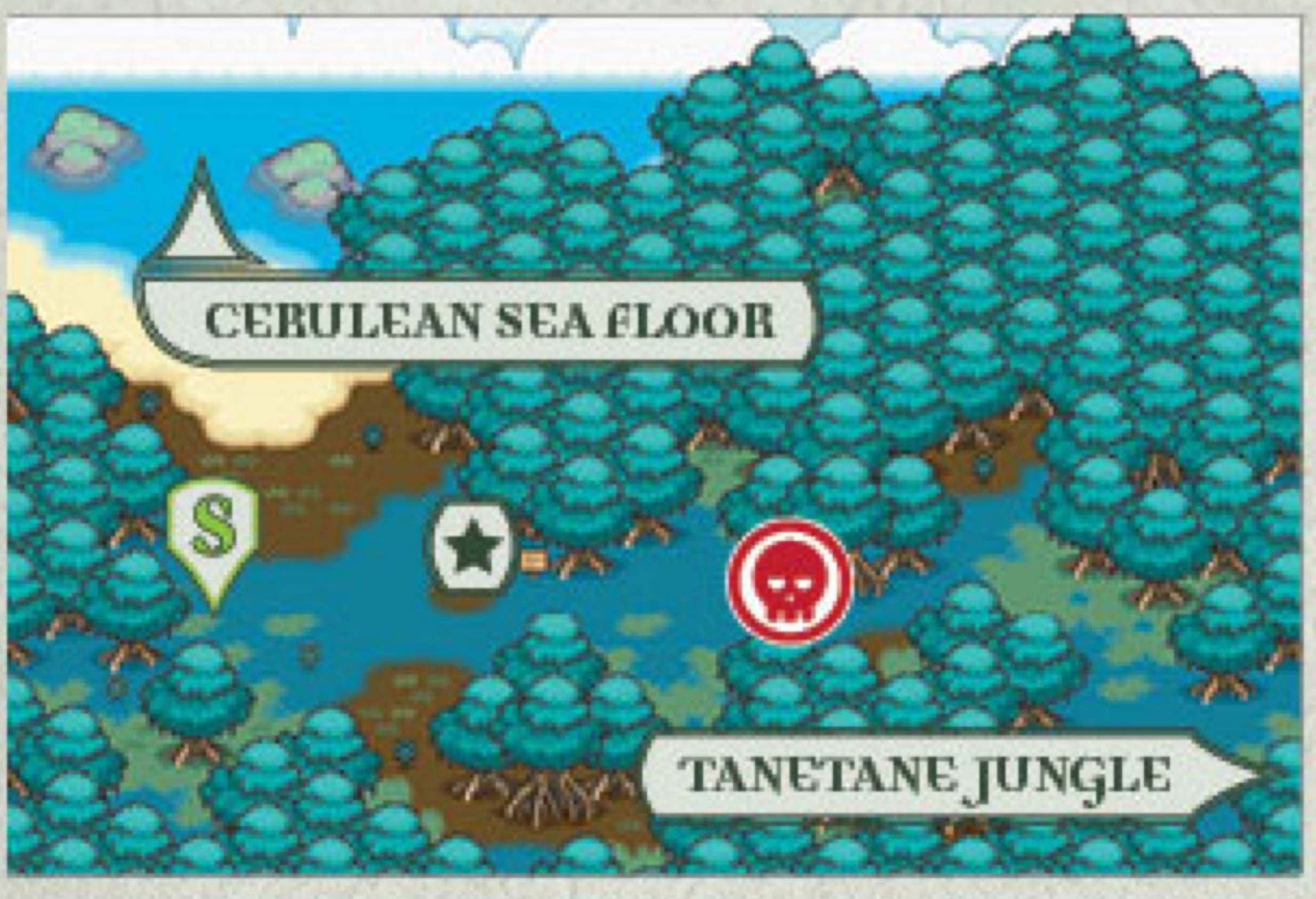
EERIE SMILE



This foe won't show it's true face until its HP is low. You can usually figure out which enemy it really is from its battle actions, or by relying on Boney's nose.

HP: ????
OFF:??? DEF:???
EXP:??? DP:???

TANETANE ISLAND SHORE

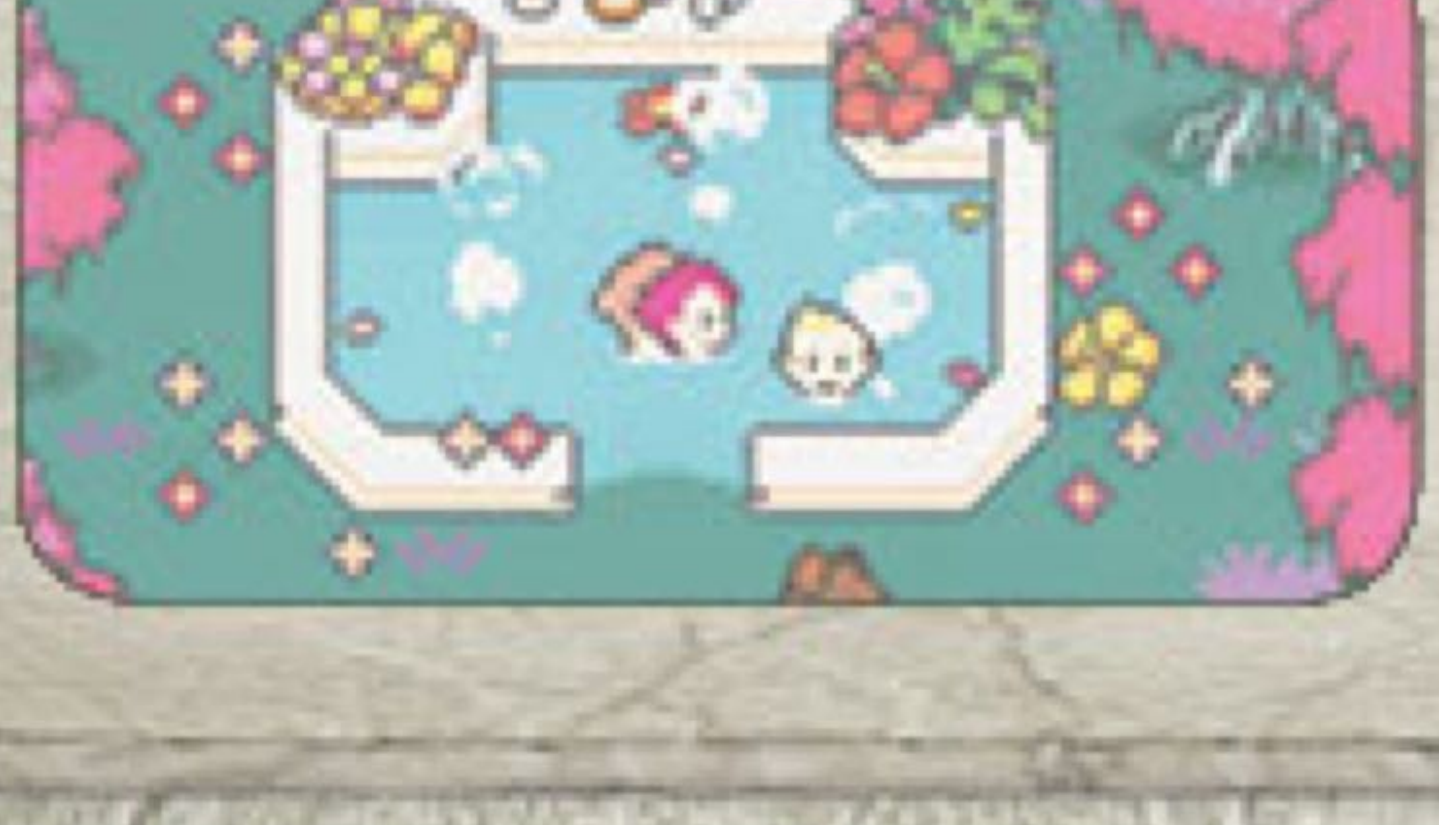


★ DANDY MUSHROOMS

LITTER-ALLY

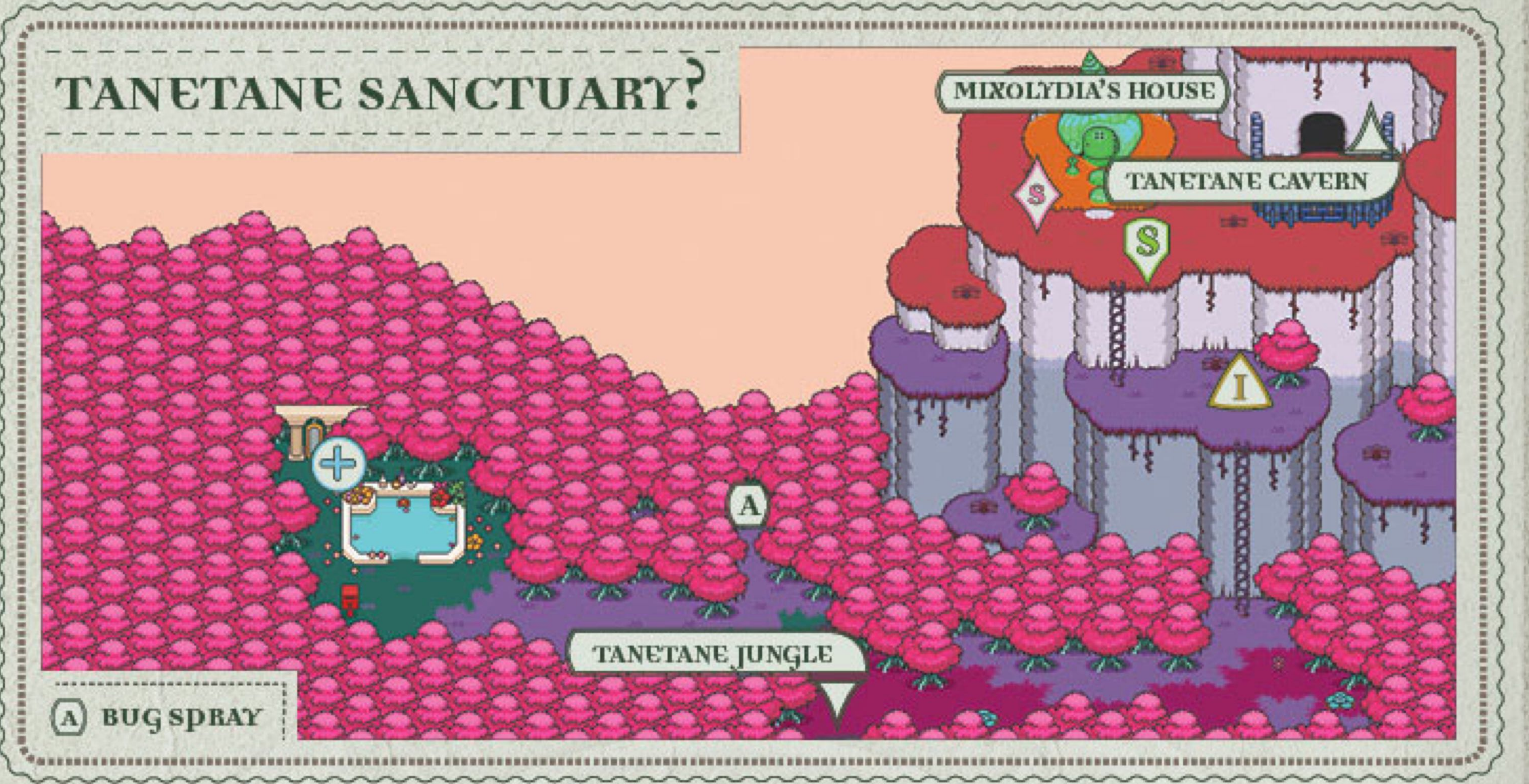
By exploring deep into the foliage, you'll find many trash cans tucked into the corners of the island. While it's hard to be certain about anything in this state of mind, rest assured that your treasures are true.

A BATH FOR THE WASTED



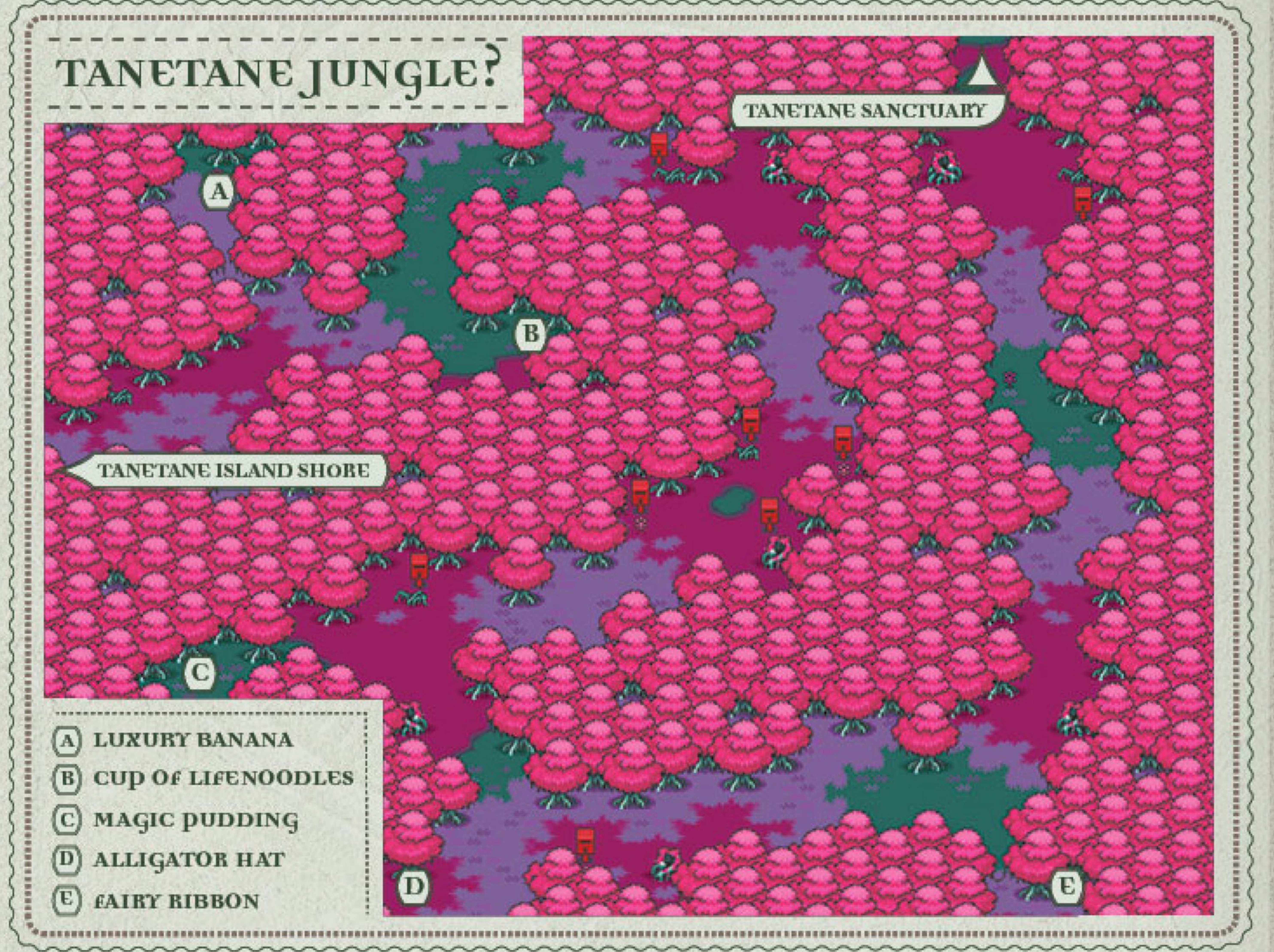
Ahh, a deluxe bath! Who cares if it's in the middle of the jungle, those restorative waters are just what you need to feel 100% again! Say, aren't you coming in, Boney?

TANETANE SANCTUARY?


MIXOLYDIA'S HOUSE
TANETANE CAVERN
S
S
I
A
TANETANE JUNGLE

Ⓐ BUG SPRAY

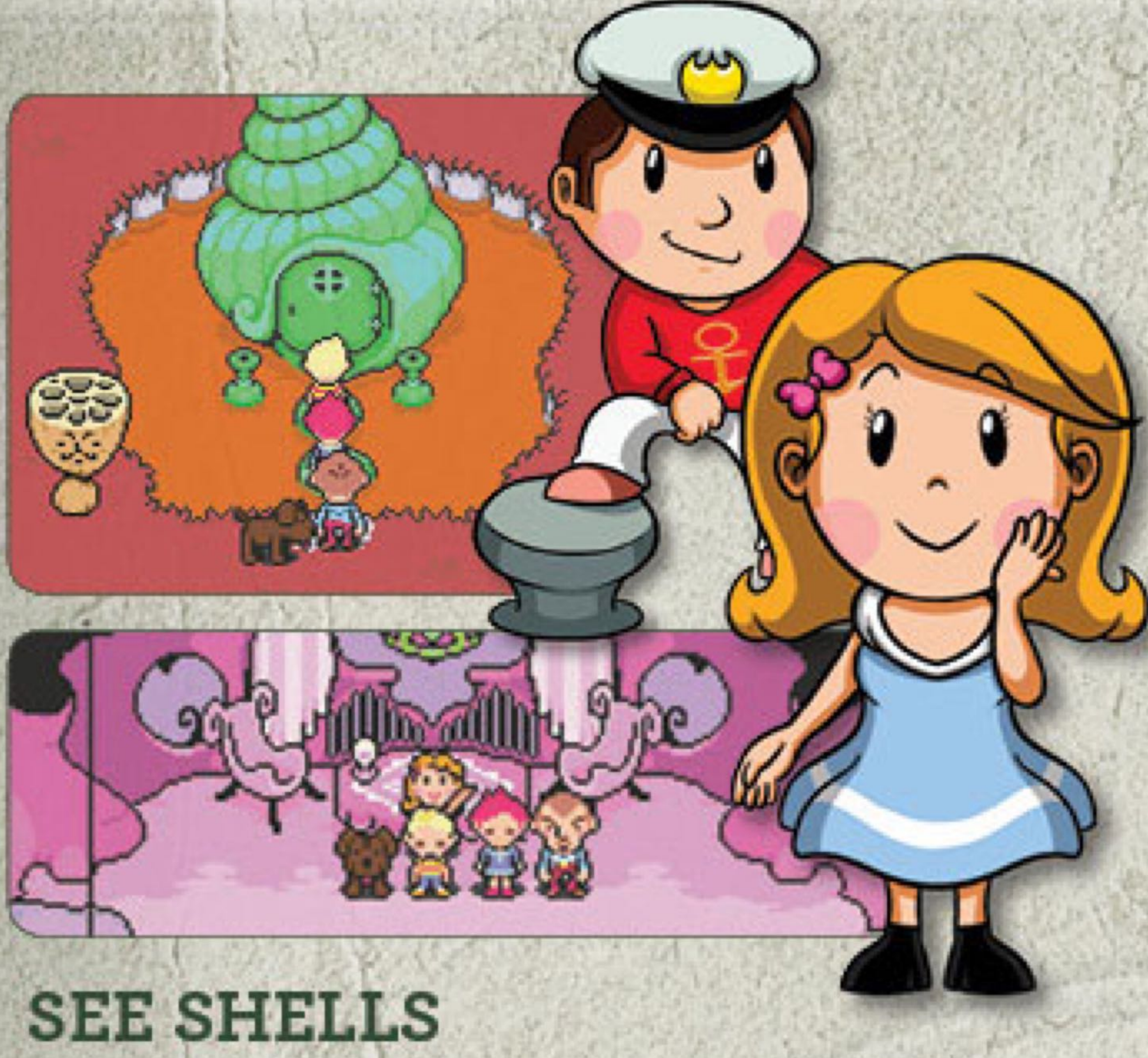
TANETANE JUNGLE?


TANETANE SANCTUARY
A
B
TANETANE ISLAND SHORE
C
D
E

Ⓐ LUXURY BANANA
Ⓑ CUP OF LIFENOODLES
Ⓒ MAGIC PUDDING
Ⓓ ALLIGATOR HAT
Ⓔ FAIRY RIBBON

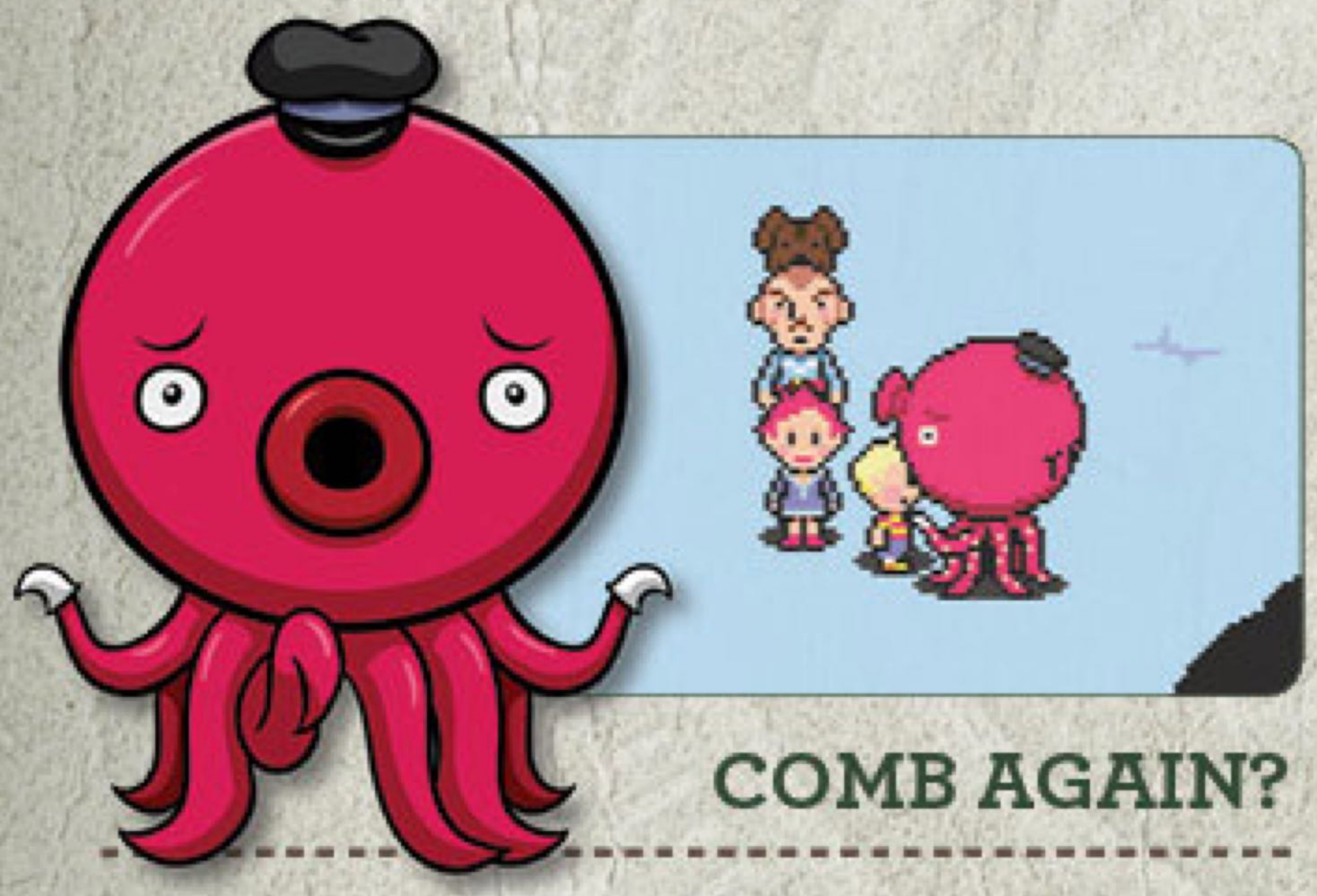
CRICKET SHOP

Sincerity Dumplings	100 DP	Recollection Bell	20 DP
Spiky Weapon	3240 DP	Flea Powder	30 DP
Wing Charm	1280 DP	Secret Herb	600 DP
Libra Bracelet	2400 DP	Cup of Lifenoodles	1780 DP
Double Jerky	240 DP	Pencil Rocket	500 DP
Alarm Cicada	18 DP	Bug Spray	100 DP



SEE SHELLS

Atop a cliff jutting out of the jungle sits a familiar Magypsy dwelling. It may not be polite to visit while you're tripping, but there's no time for pleasantries. The resident Magypsy complains nonsensically about some kind of stench, but she really shouldn't be talking: she's pretty much the only person so far who is benefitting from the shrooms.

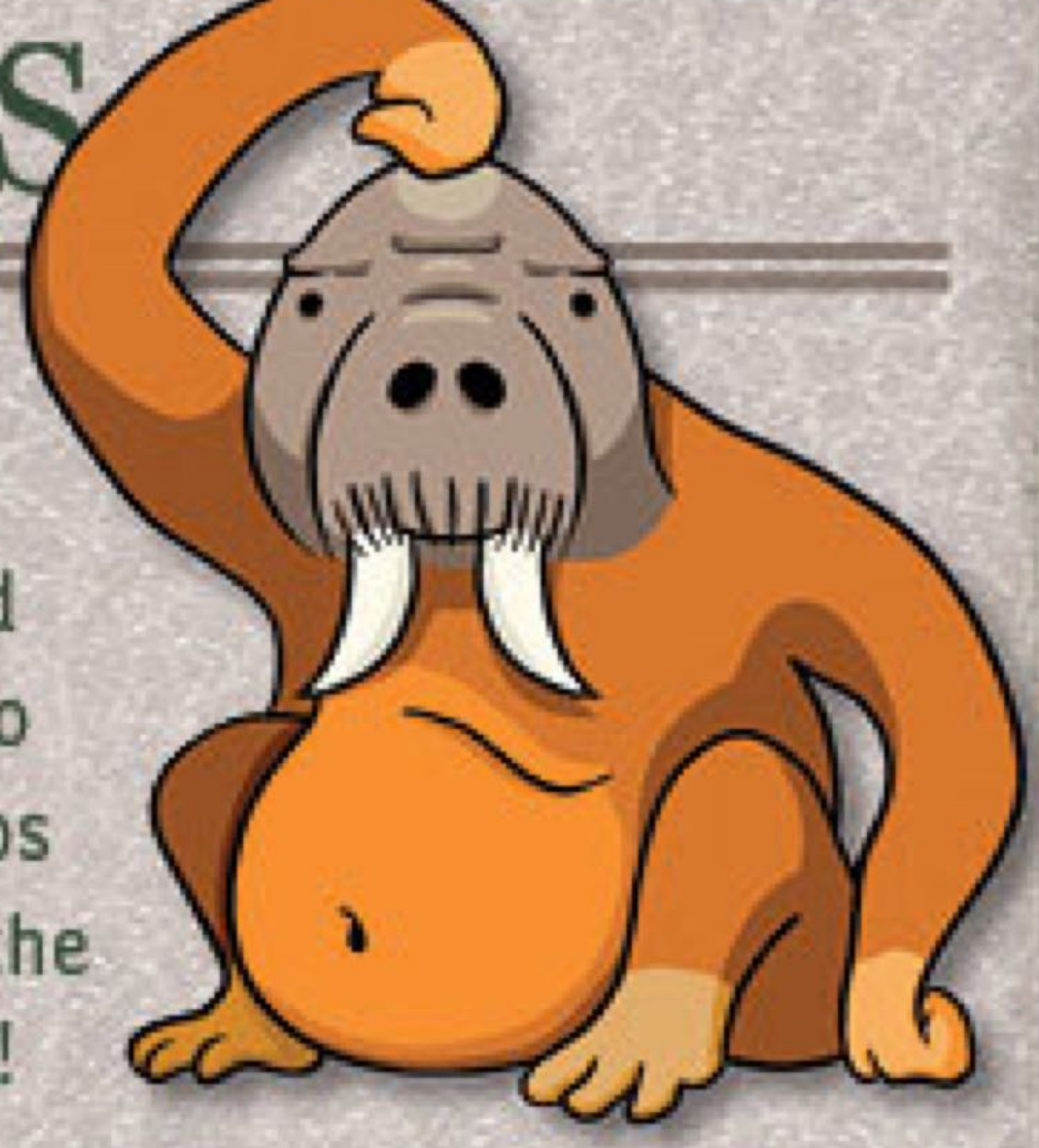


COMB AGAIN?

After a brief chat with Mixolydia, you learn the resting place of her Needle. Furthermore, her assistant Ocho will return all the items you lost after your bout with Master Eddy! If you need more room for your items, you'll be glad to know that bizarro-Pusher was actually the Item Guy.

ENEMIES

MONKALRUS

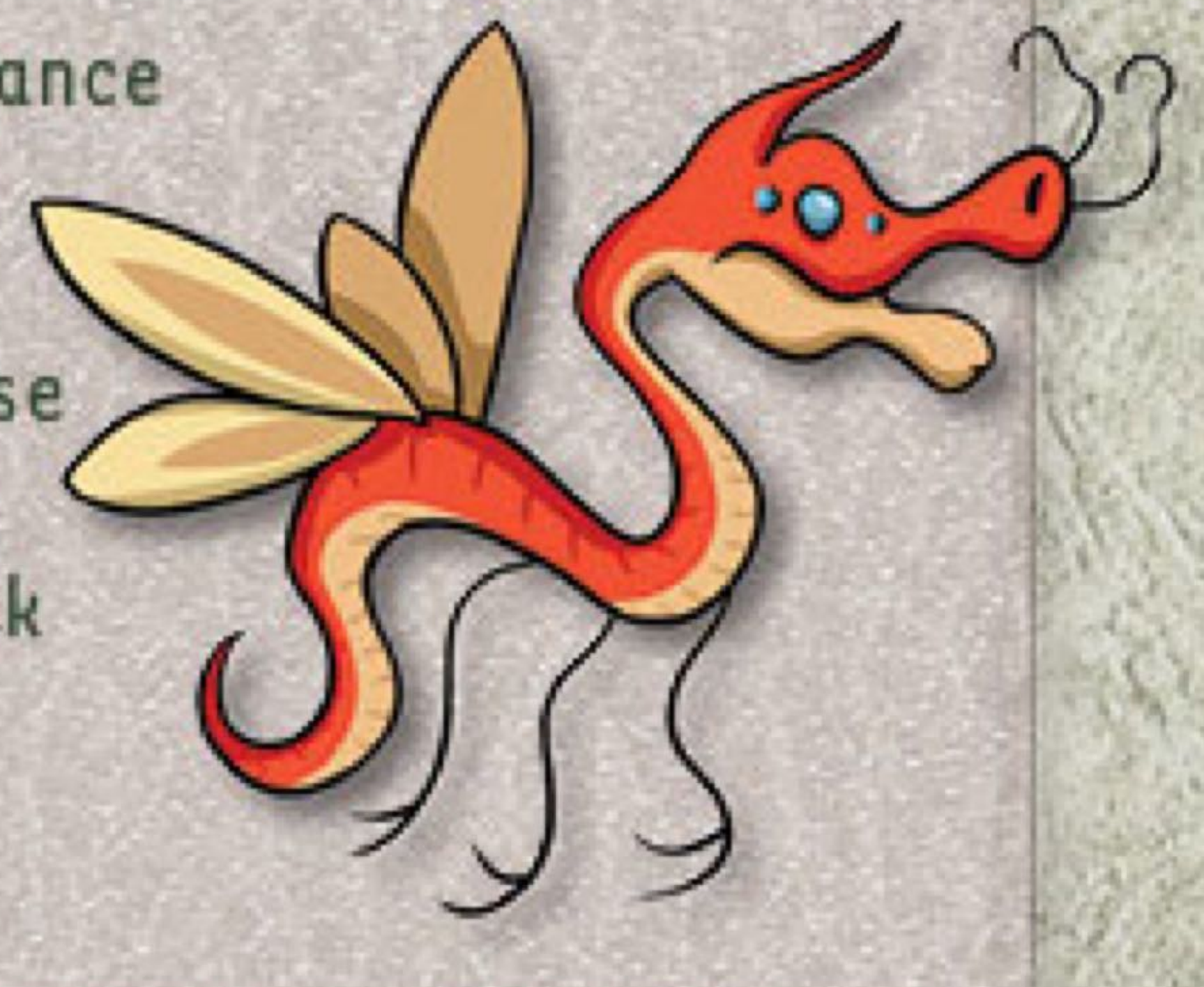


You must stay on tusk if you want to triumph over this ape. He hits hard and can spread fleas, so try to take him out fast. Perhaps you'll get lucky and find the powerful gloves he drops!

LUXURY BANANA (15%) | MYSTICAL GLOVES (3%)

HP: 668 | OFF:168 DEF:80 | EXP:1071 DP:273

ANCIENT DRAGONFLY

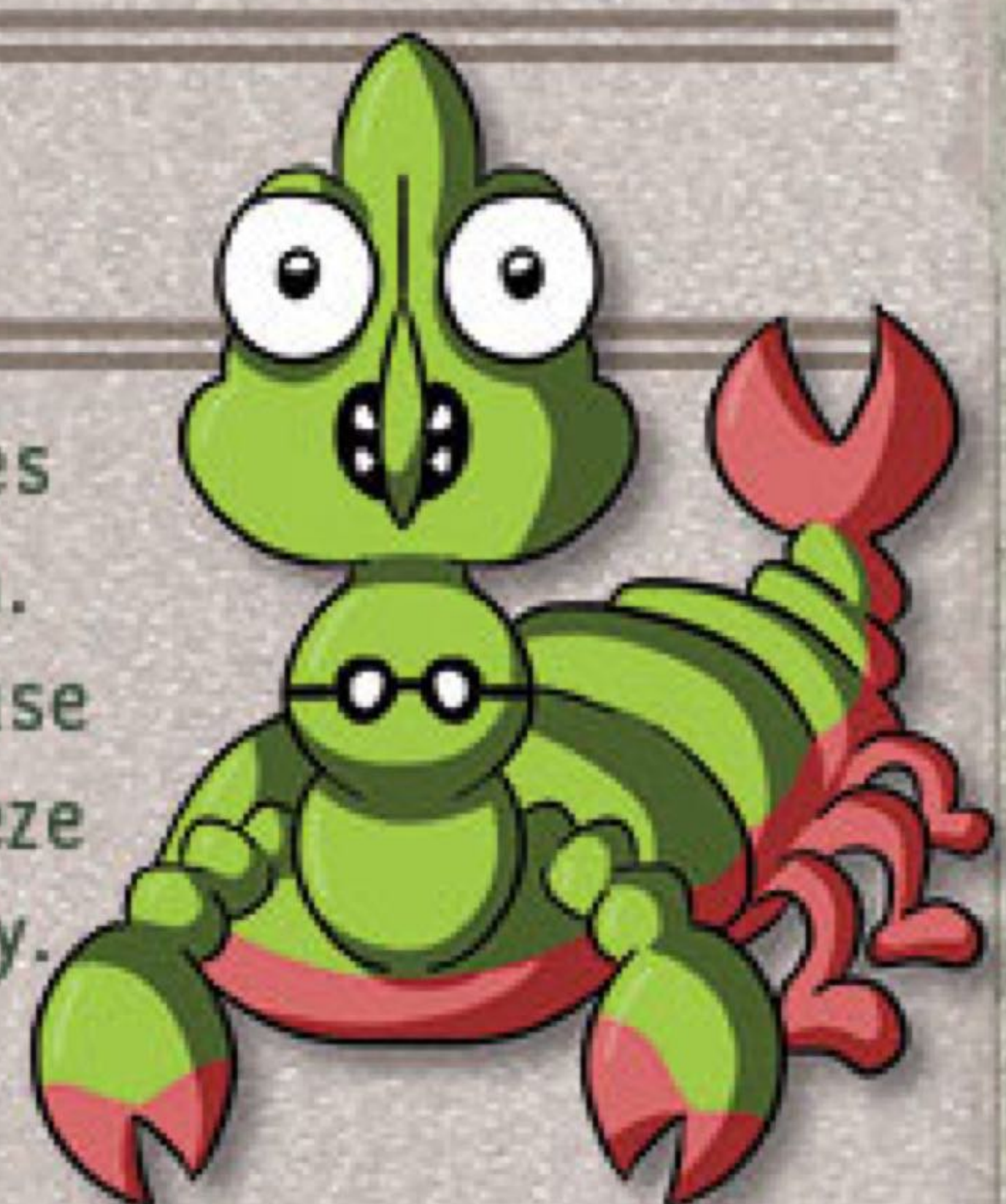


As the name and appearance imply, this insect can breathe fire at you. Luckily its HP and Defense are so low that a couple decent combos can knock it out of the canopy.

BEEF JERKY (15%)

HP: 402 | OFF:118 DEF:55 | EXP:612 DP:98

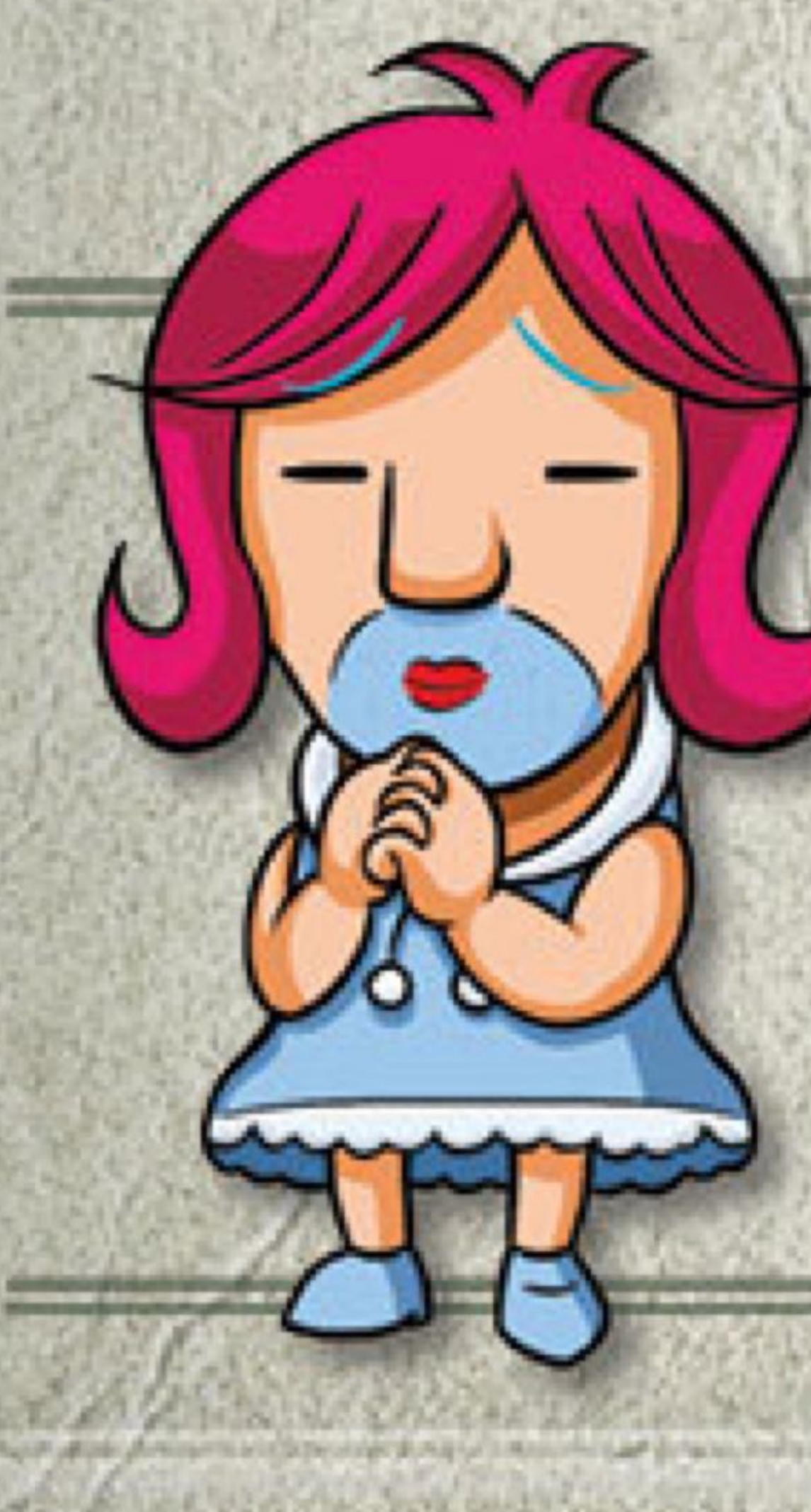
TITANIAN



A rock-hard defense makes these bugs tough to squash. Watch out for its frequent use of Hypnosis and use PK Freeze or Bug Spray to kill it quickly.

SECRET HERB (10%)

HP: 450 | OFF:135 DEF:110 | EXP:1005 DP:325



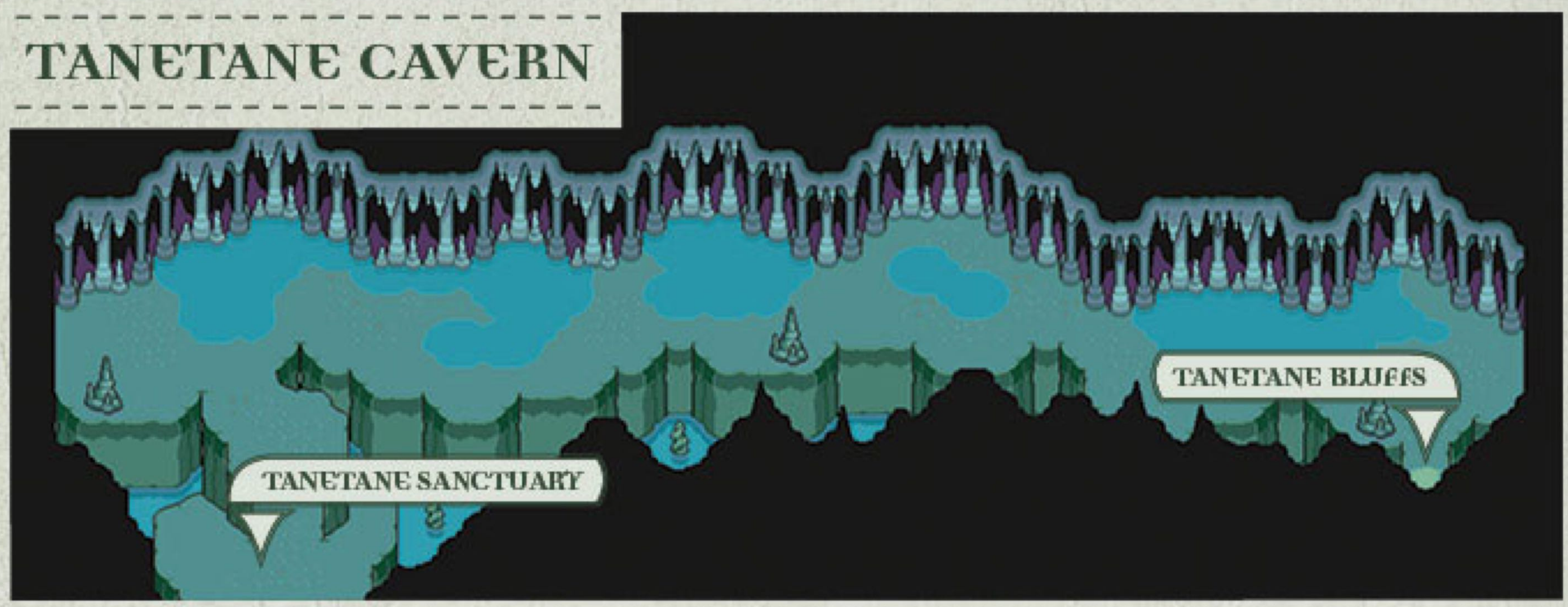
Mixolydia

Mixolydia (or Missy, as she nicknames herself) is the friendly Magypsy of Tanetane Island. She's become one with her island, familiarizing herself with all of its flora and fauna. Unlike the other Magypsies, she's secured her precious Needle.

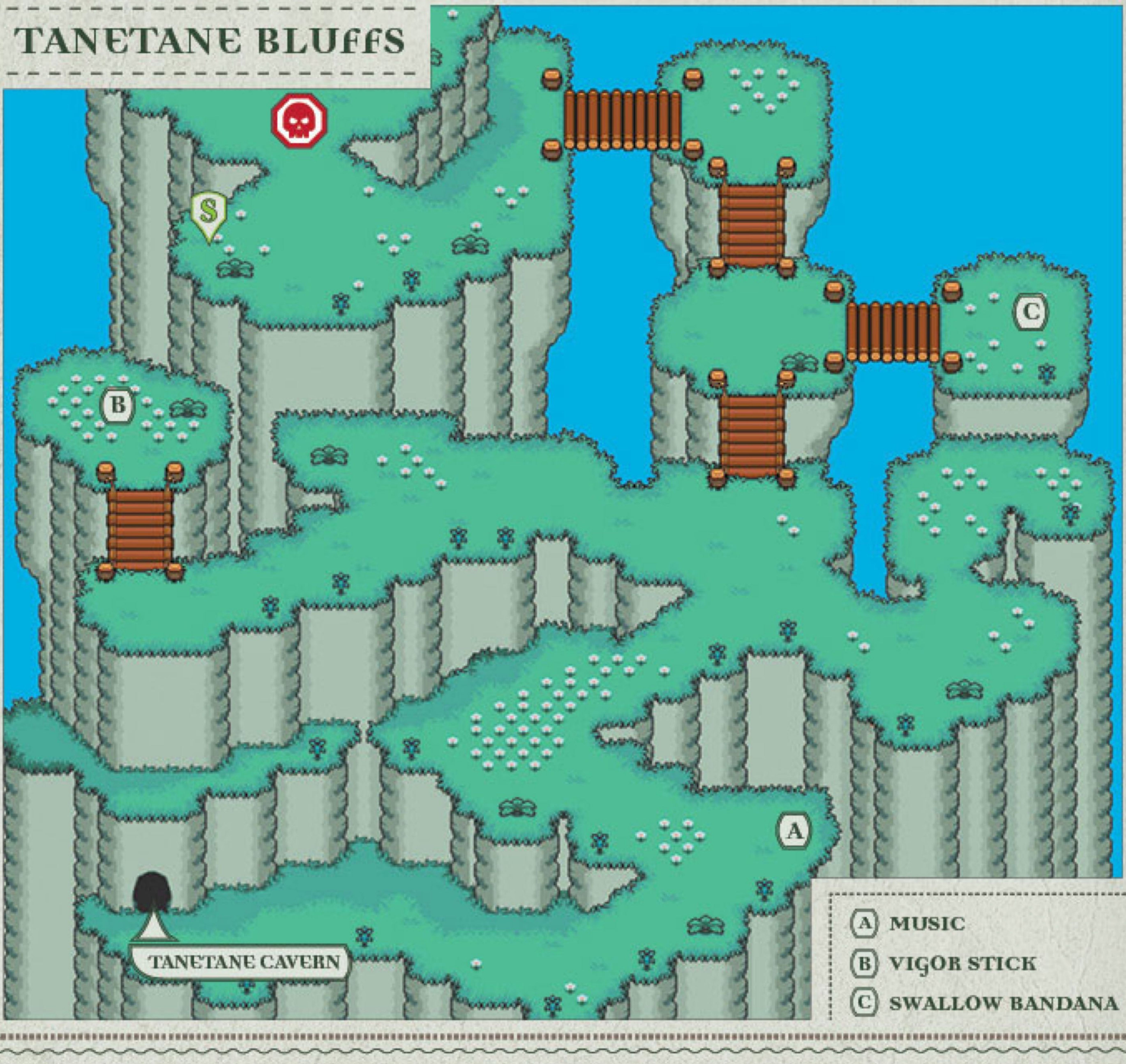
DIPS IN THE DIP

With your senses returned to normal, you should consider revisiting the jungle. You may find that things drastically differ from what they seemed to be!

TANETANE CAVERN


TANETANE BLUFFS
TANETANE SANCTUARY

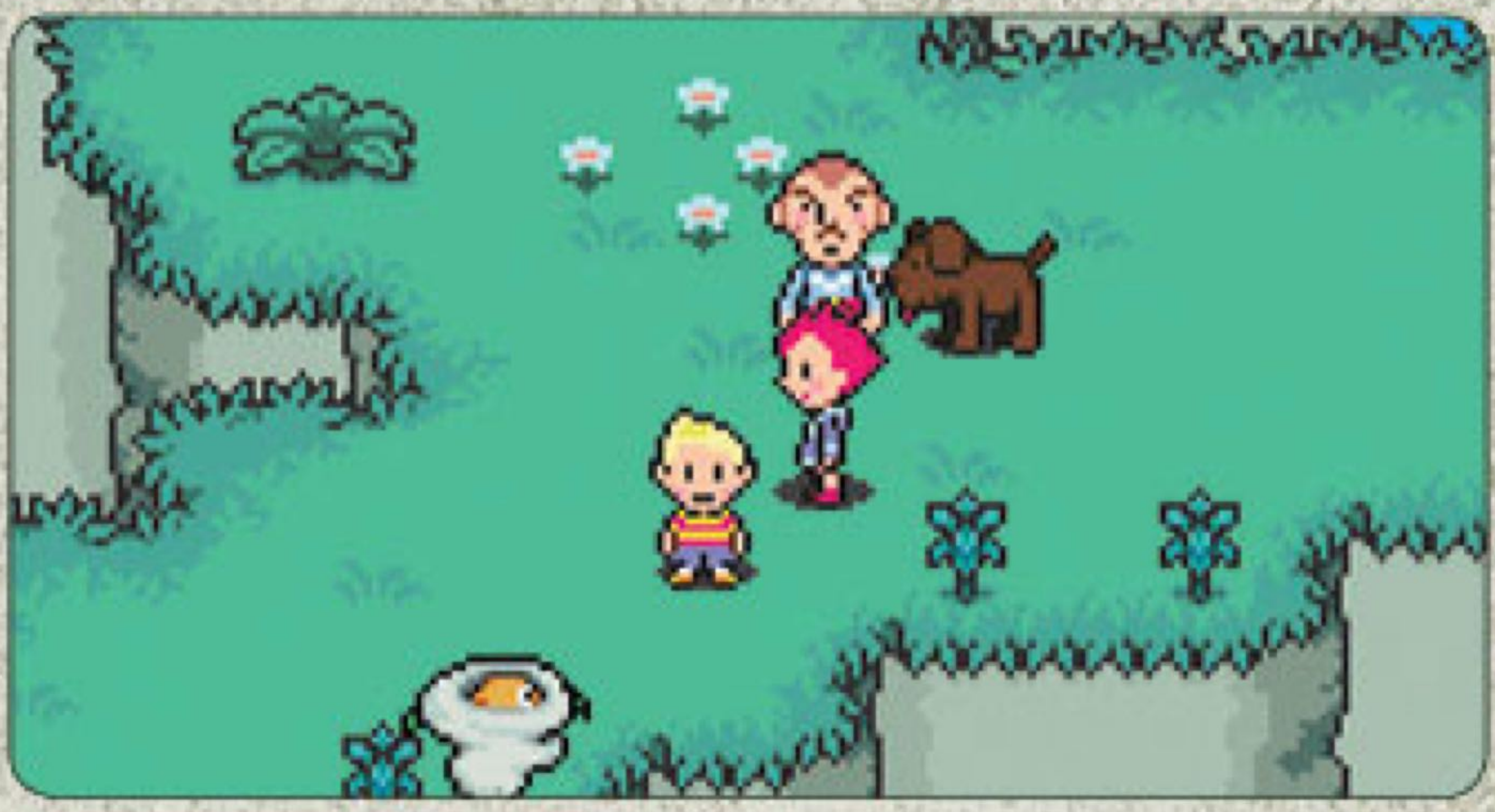
TANETANE BLUFFS


A
B
C
S
TANETANE CAVERN

Ⓐ	MUSIC
Ⓑ	VIGOR STICK
Ⓒ	SWALLOW BANDANA

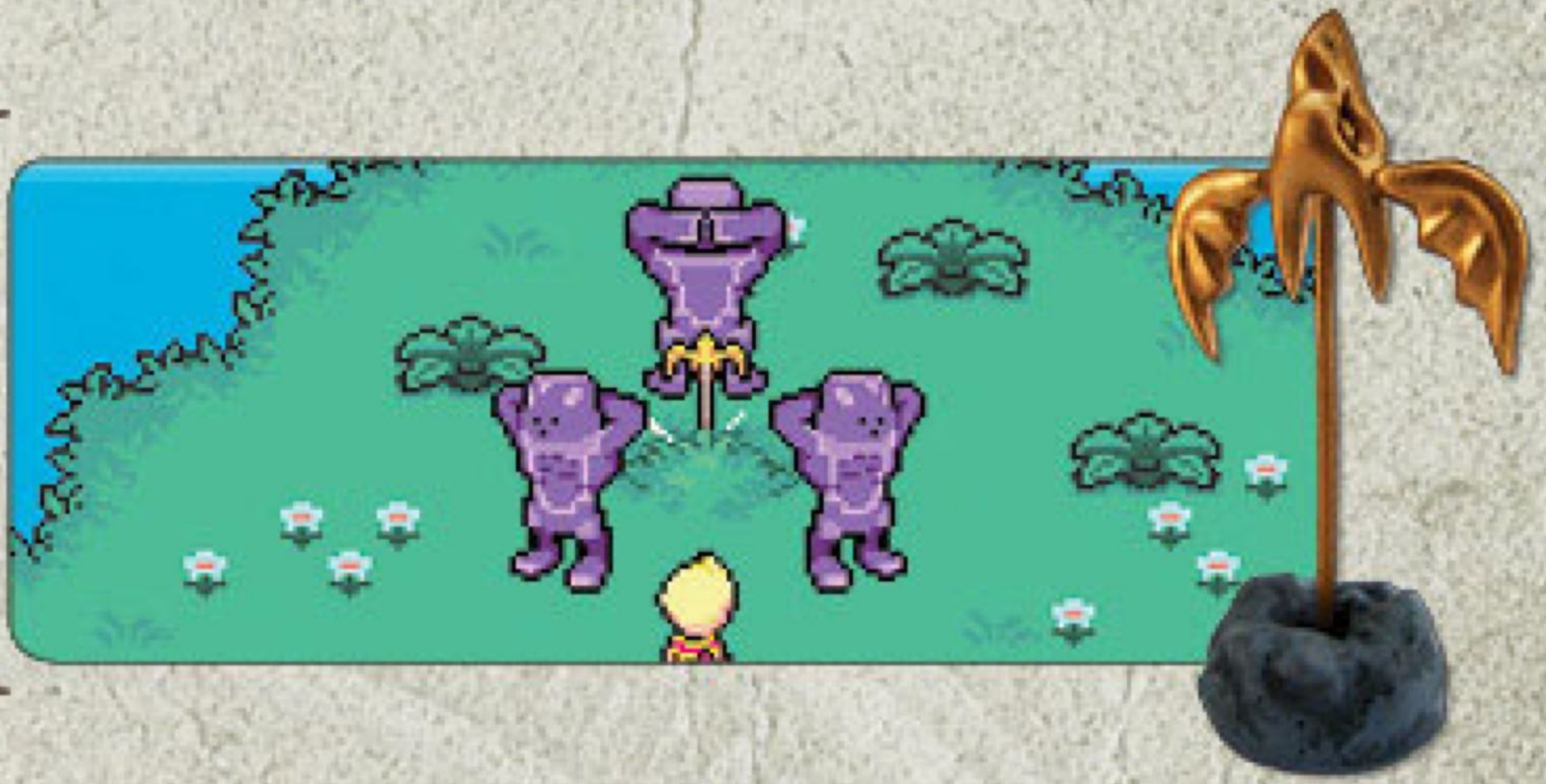
SHORT SPELUNKING

Mixolydia warned you that her Needle was well-guarded, which might explain why it's so easy to get to. After a quick trek through a cavern, you'll emerge on a windy, winding network of paths. You may want to avoid the foes here to conserve your strength for the real threat!



ENOUGH POWER TO BARRIER ALIVE

At the end of the perilous cliffs are three odd purple statues encircling the Needle. How tough can these violet beings be? Before you get too close, be sure to heal up!



NEEDLE·BOSS

BATTLE OF THE BARRIERS

Although there are three of them you need only focus on these odd figures as a whole. Their elemental weakness varies depending on which character calls out their pose.

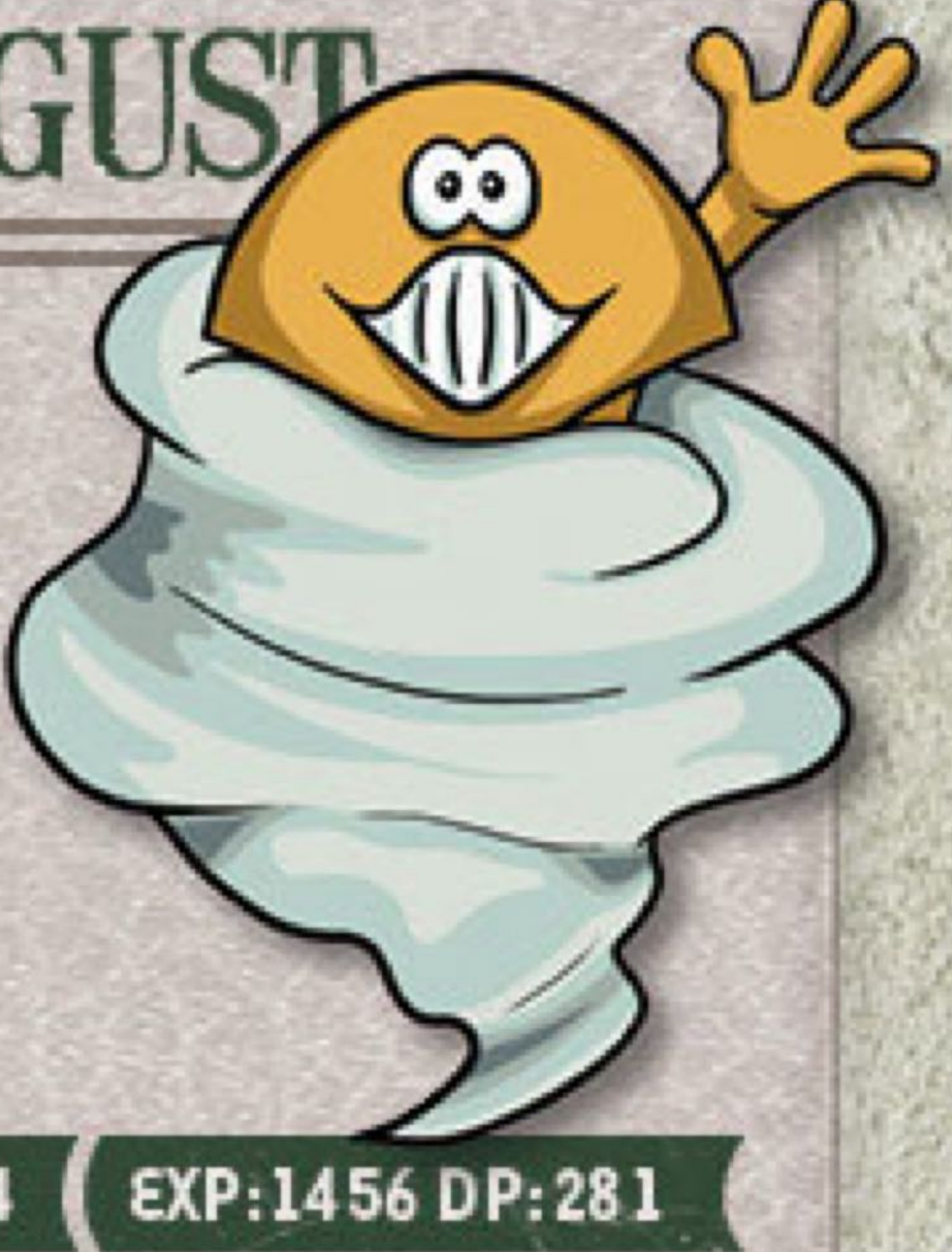
- **Barrier Man:** *Immune to Freeze/Thunder, Weak against Fire*
- **Barrier Gal:** *Immune to Fire/Thunder, Weak against Freeze*
- **Barrier Dude:** *Immune to Fire/Freeze, Weak against Thunder*

Lucas: *PSI Counter on every member of your party and keep it strong, then use your special PK γ.*
Kumatora: *Defense Down α will keep the Trio busy reboosting. In the meantime, use whichever PK attack they're vulnerable to.*
Duster: *Use combos and, when appropriate, the Tickle Stick.*
Boney: *Start off with the Shield Snatcher, then use explosives and Honey Showers.*

Toward the end the Trio will concentrate, which means PK Starstorm is coming. Heal and get those PSI Counters reinforced!

ENEMIES

UNWELCOME GUST



These swirling goons love pelting unassuming travelers with rough winds. If you must fight them, use PK Thunder.

MAGIC PUDDING (5%)

HP: 598 | OFF:145 DEF:64 | EXP:1456 DP:281

BARRIER TRIO

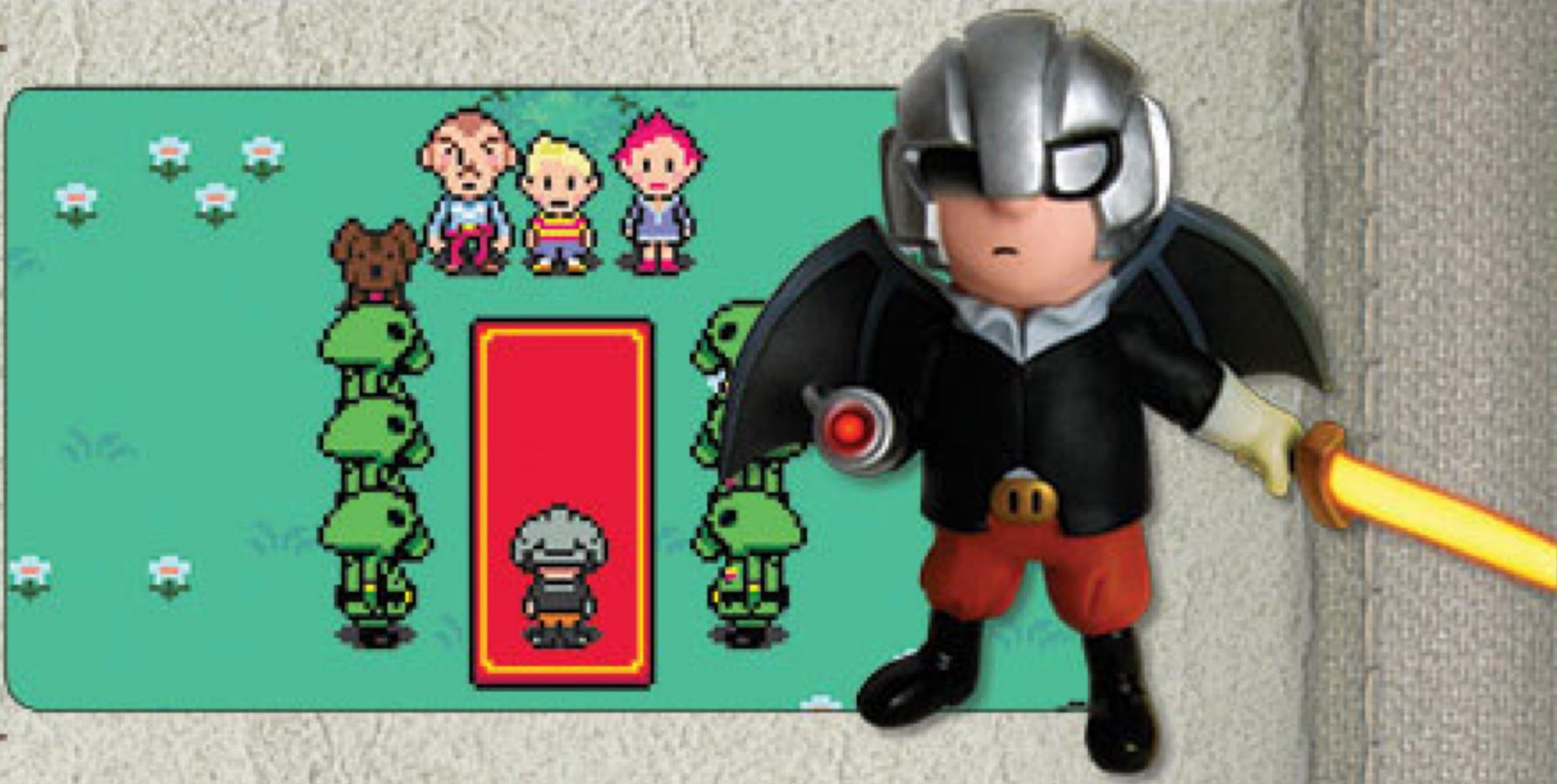
NEEDLE BOSS

This PSI-wielding threesome starts out with a shield and is only susceptible to one of Kumatora's PK attacks, depending on who calls the pose. PK special is always a safe bet.

HP: 4000 | OFF:145 DEF:121 | EXP:12346 DP:1538

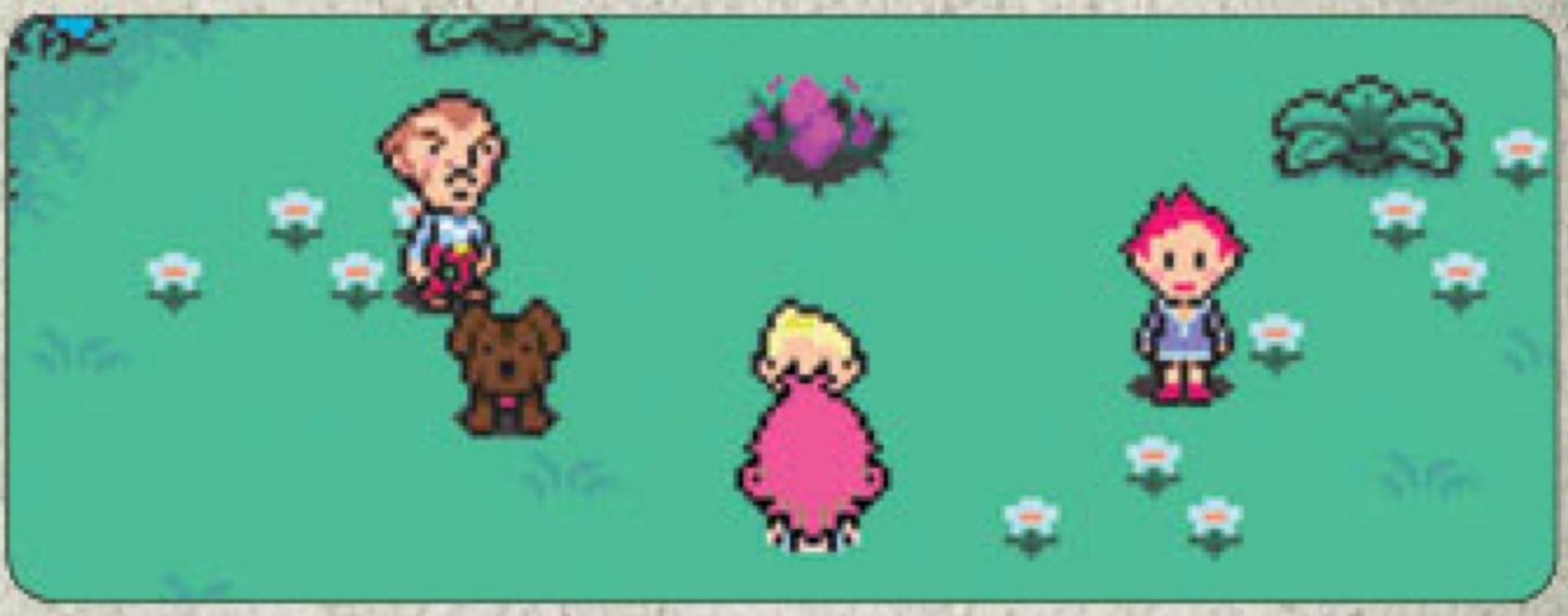
THUNDEROUS APPLAUSE

With the Barrier Trio safely out of the way, the needle is vulnerable—perhaps too vulnerable. Pigmask ships land, rolling out a red carpet for none other than the Masked Man. Before you can say anything, he summons a massive bolt of lightning, ending your valiant effort to pull Mixolydia's Needle.



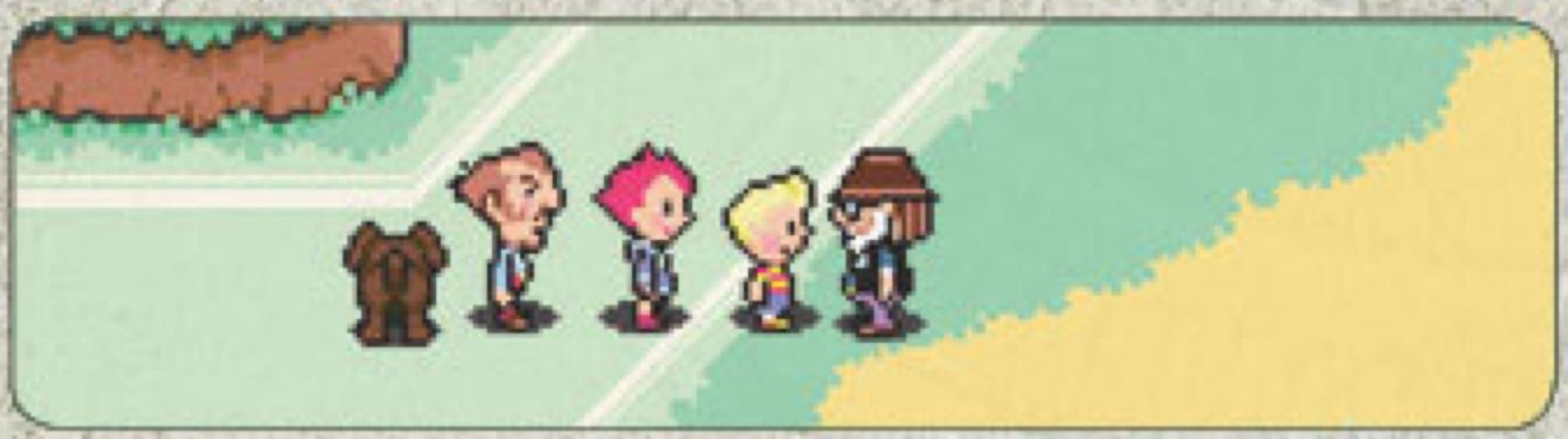
RUDE AWAKENING

Mixolydia wakes you from your stupor with disappointing news: the Masked Man's empty heart now stops the gap where her Needle stood. Thoughtful as ever, she gives you a gift to take to Ionia.



HOW LOVELY! HOW THOUGHTFUL!

Your return trip won't be easy, as your HP/PP is drained from battle. If you make a stop at Mixolydia's house, you'll find it filled with magic butterflies. Travel back to the shore where you washed up and you'll find Ocho, who offers you a ride back to town.



NATIONWIDE CLEARANCE

Upon reaching the beach once more, you'll notice a distinct lack of townspeople. Vacant houses line the once-bustling town of Tazmily. Where did everyone go?

Just south of the Sheriff's Office, Alec informs you that nearly the entire town has up and moved to the big city. The future for your hometown looks bleak, but there's no time for hand-wringing—you've got to make your way to Ionia!

Steadfast STRANGERS

Very few people still remain in Tazmily. Thomas is still tending to his shop, at Cross Road Station Lighter and Fuel are debating what to do, outside the old folks' home Wess wonders what the evacuation portends, and Mayor Pusher gloomily looks over his dying burg from the middle of Town Square. Even the Pigmasks have moved out of their training facility. The handful of others in town find sadness in the emptiness that remains ...mostly.

CHAPTER no 7

PART VI

LEAVING HOME

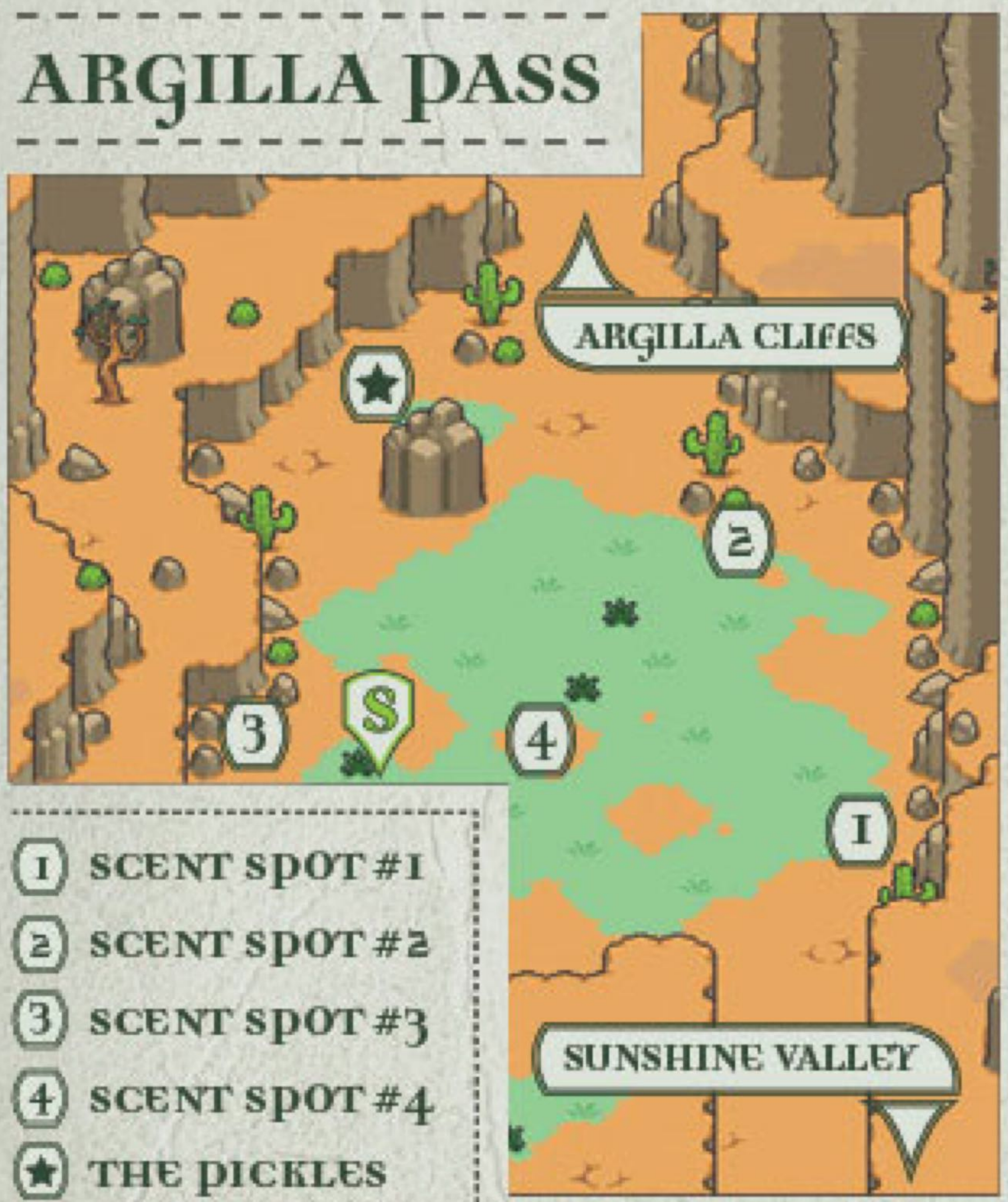
SEE YOU NEXT FALL

Make your way north through the forest and, not too far from the ruins of Alec's cabin, you'll find the ant-free entrance to Argilla Pass. A nearby sign tells you to watch your step, but nothing can stop you now! Just put one foot in front of itself...erm, that's not right...

NOW YOU'RE IN A PICKLE

When you stumbled across Argilla Pass, Ionia's Jar of Yummy Pickles went flying. Boney's enhanced sense of smell can locate it.

ARGILLA PASS

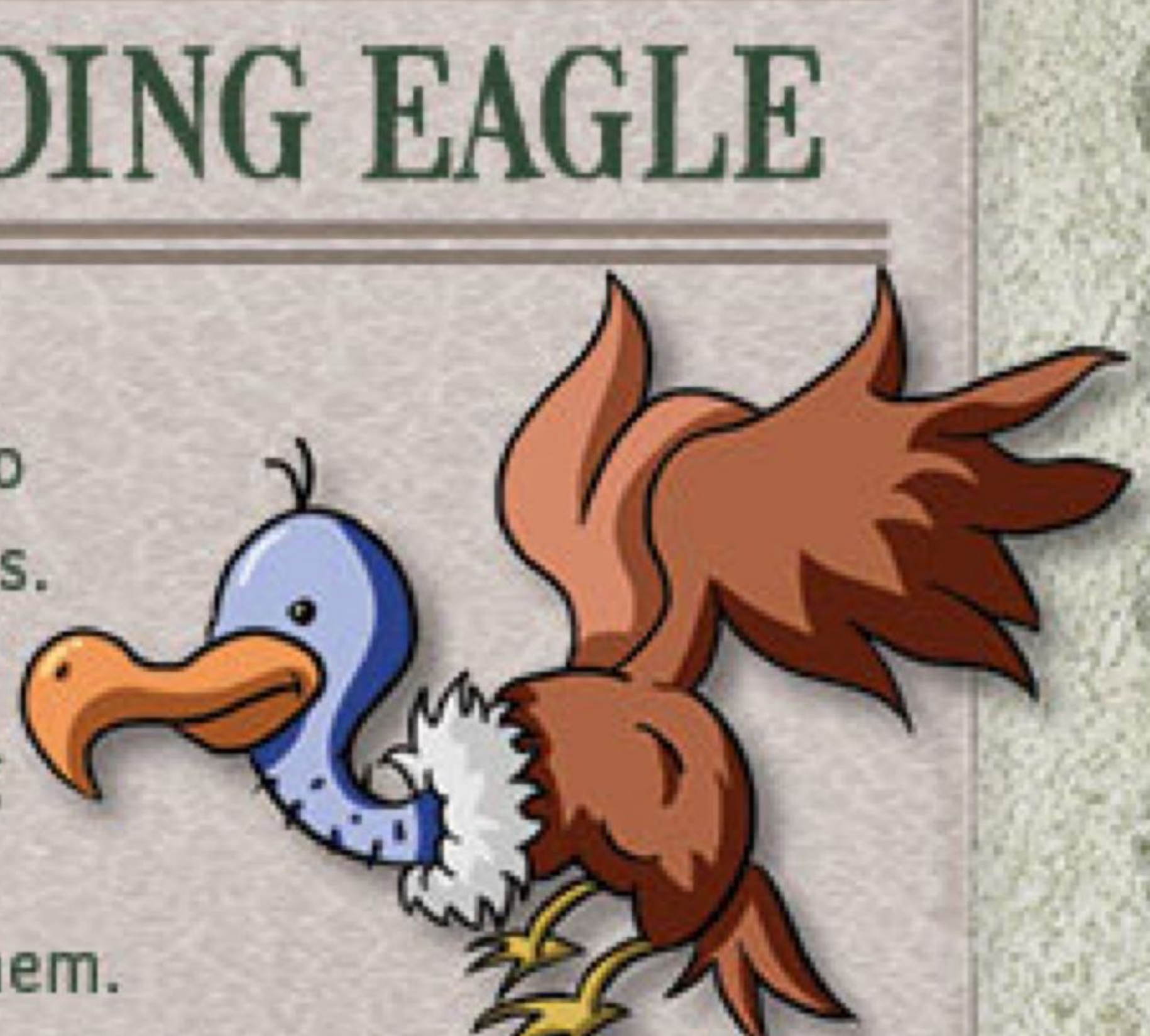


- ① SCENT SPOT #1
- ② SCENT SPOT #2
- ③ SCENT SPOT #3
- ④ SCENT SPOT #4
- ★ THE PICKLES

ENEMIES

BLUE BALDING EAGLE

They're not especially threatening, but they do have pretty sharp talons. These birdbrains move quickly and often bring nearby Tender Loving Trees into battle with them.



DOUBLE JERKY (15%)

HP: 568 | OFF: 156 DEF: 66 | EXP: 1714 DP: 158

PICKLE SURPRISE!

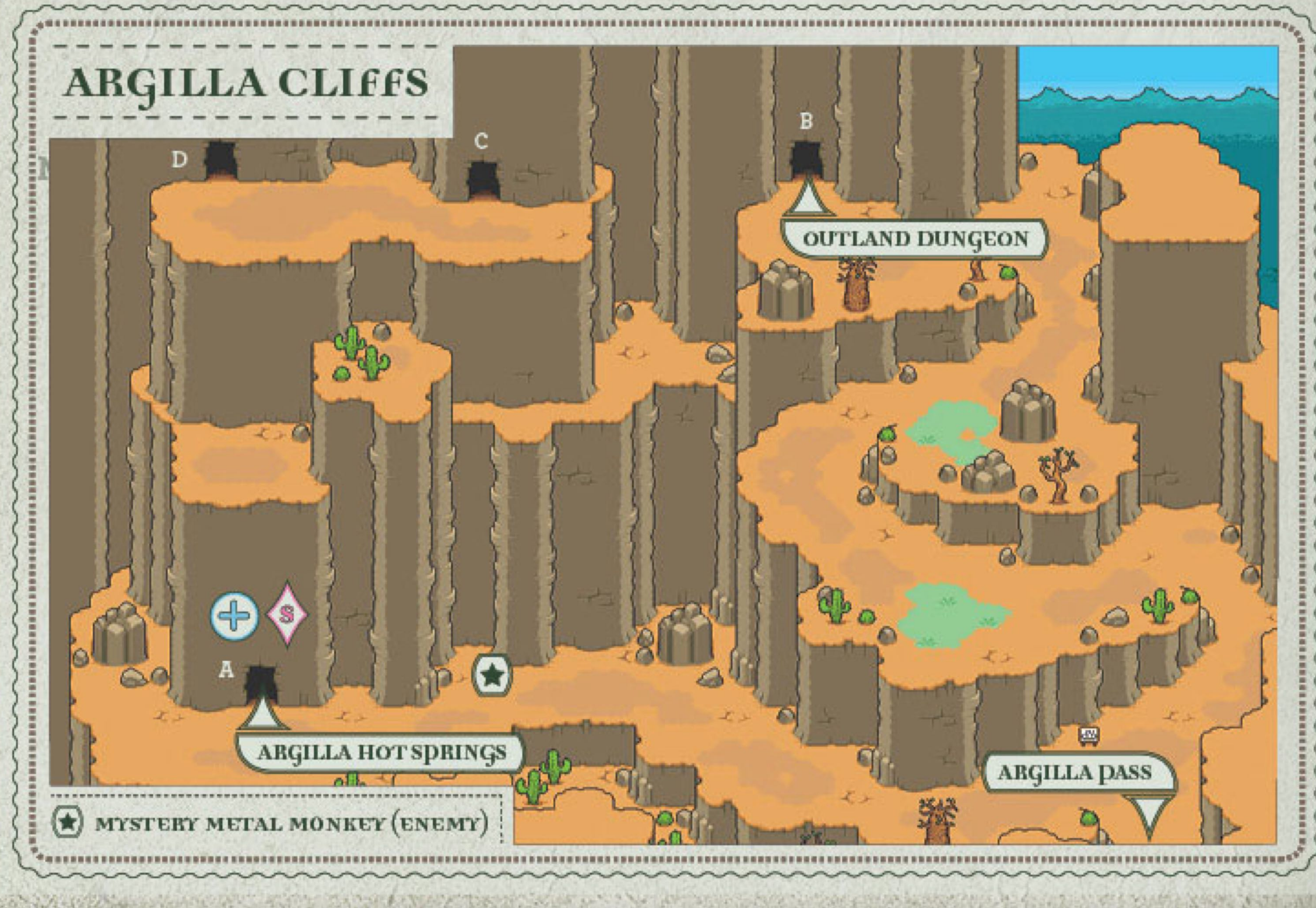
Argilla Pass is like a wishing well, filled with valuable (and not-so-valuable) items dropped by travelers. Boney can sniff out and return items to Lucas to identify, and depending on your luck, you might end up with some useful stuff!

HARD THING	SMALL THING	SOFT THING	DELICIOUS
Made-You-Look	*Pumice Charm*	*Fresh Mint*	*Rotten Eclair, Nut Bread*
Enemy Bufferizer	*Heavy Charm*	*Recollection Bell*	*Peculiar Cheese*
(Rare) Super Bomb	*(Rare) Thud Charm*	*(Rare) Secret Herb.*	*(Rare) King Burger*

As soon as you find the "sour-looking thing" in the northern area you'll have to continue moving, so grab everything else first. If anything, you'll want to pick up the Thud Charm, which helps protect the wearer from all status effects!

CRICKET SHOP

Sincerity Dumplings	100 DP	Grilled Fish	150 DP
Clever Stick	3980 DP	Grilled Chicken	300 DP
Strong Gloves	2690 DP	Anti-Paralysis	14 DP
Non-Slip shoes	3660 DP	Alarm Cicada	18 DP
Otter Hat	1620 DP	Secret Herb	600 DP
Crow Bandana	1520 DP	Cup of Lifenoodles	1780 DP
Pumice Charm	1540 DP		



★ MYSTERY METAL MONKEY (ENEMY)

BRANCHING OUT

North of the stumbling grounds is a fork in the road. To the left lies the Argilla Pass Hot Springs, a nice place to recover and stock up on items; to the right is the path up to the Outland Dungeon. While scaling the cliffs, beware of the flora and fauna! Even the trees themselves seem to want to stop your progress.

OUTLANDISH EXPLORATION

There are many paths in the Outland Dungeon. While the most direct route is east then south, you can pick up some helpful equipment if you fully explore the cave. Battles are right around the corner, however, exploding Cuddle Bomb sentries and many unseen foes pop up in the worst places!

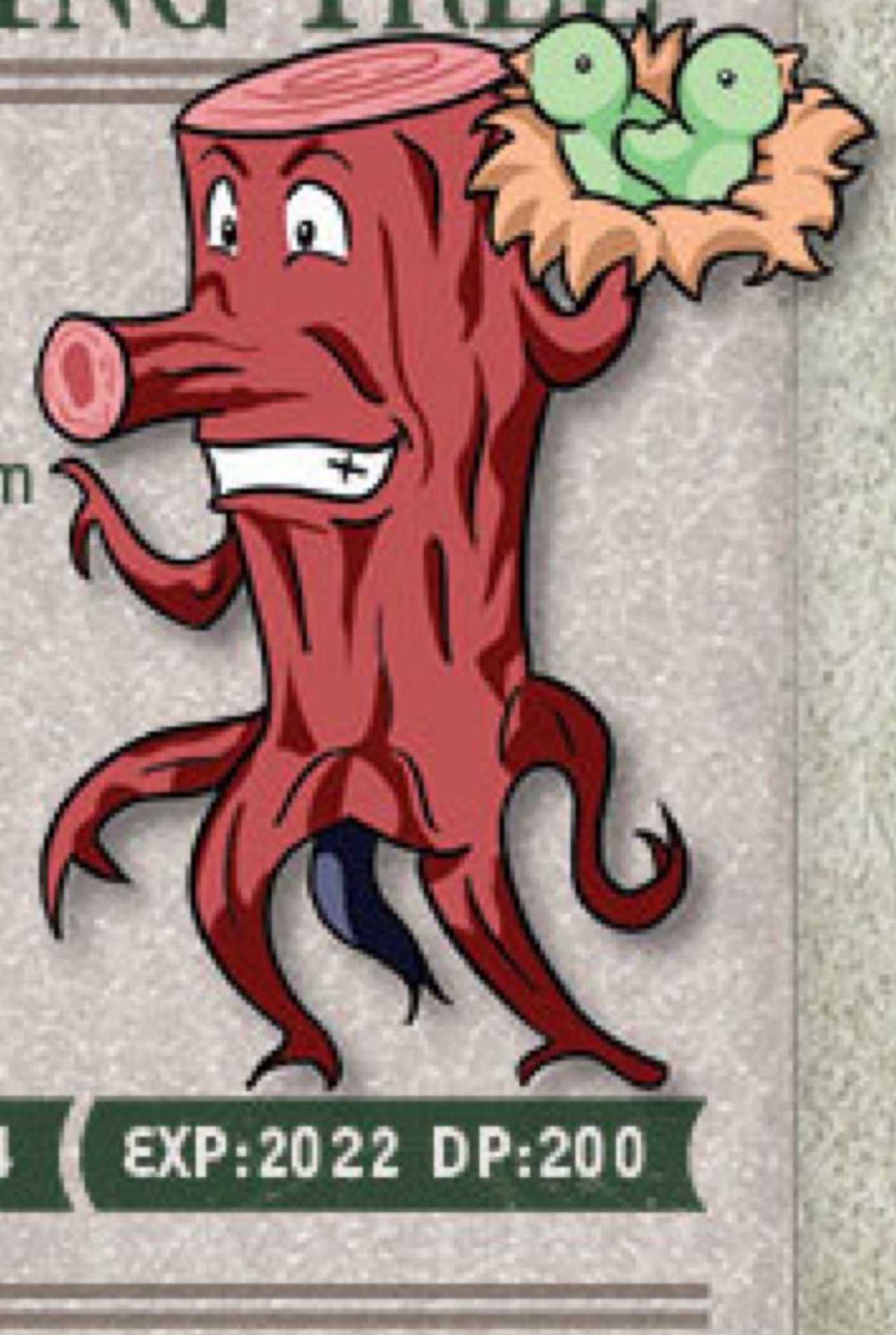
DEPRESSING MATTERS

At Hand

Deep in the dungeon dwells the most self-loathing and hopeless enemy in existence: Negative Man. This sorry sap spends more time in battle self-deprecating than actually fighting. Take your time here learning how to combo with his battle music – it'll help in future fights.

ENEMIES

TENDER LOVING TREE



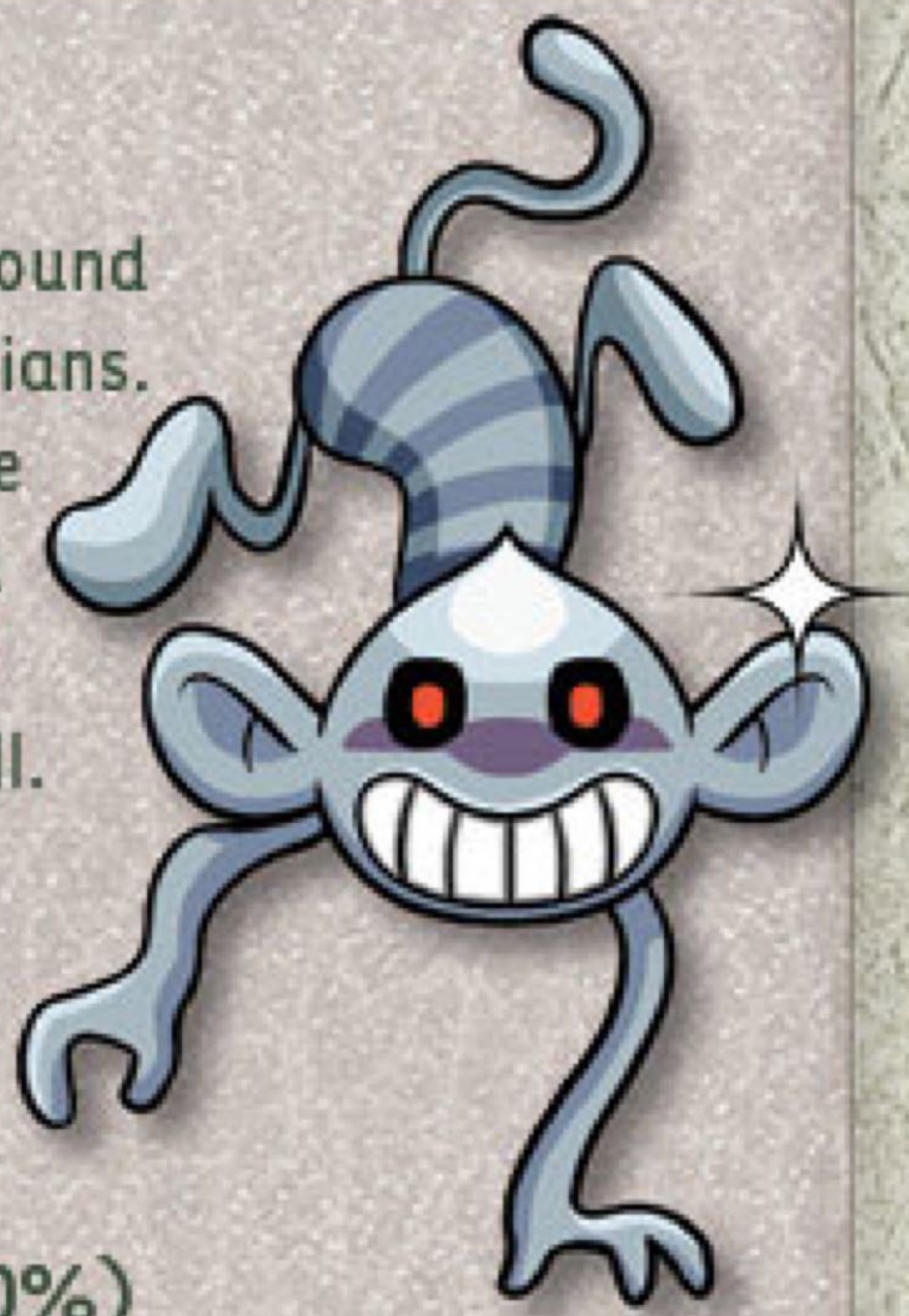
Like their earlier counterparts, these trees explode when defeated. They also have status-draining vacuum attacks and PK Brainshock, and those innocent-looking birds can call down a Blue Balding Eagle.

FRESH EGG (20%)

HP: 686 | OFF:133 DEF:84 | EXP:2022 DP:200

MYSTERY METAL MONKEY

RARE!

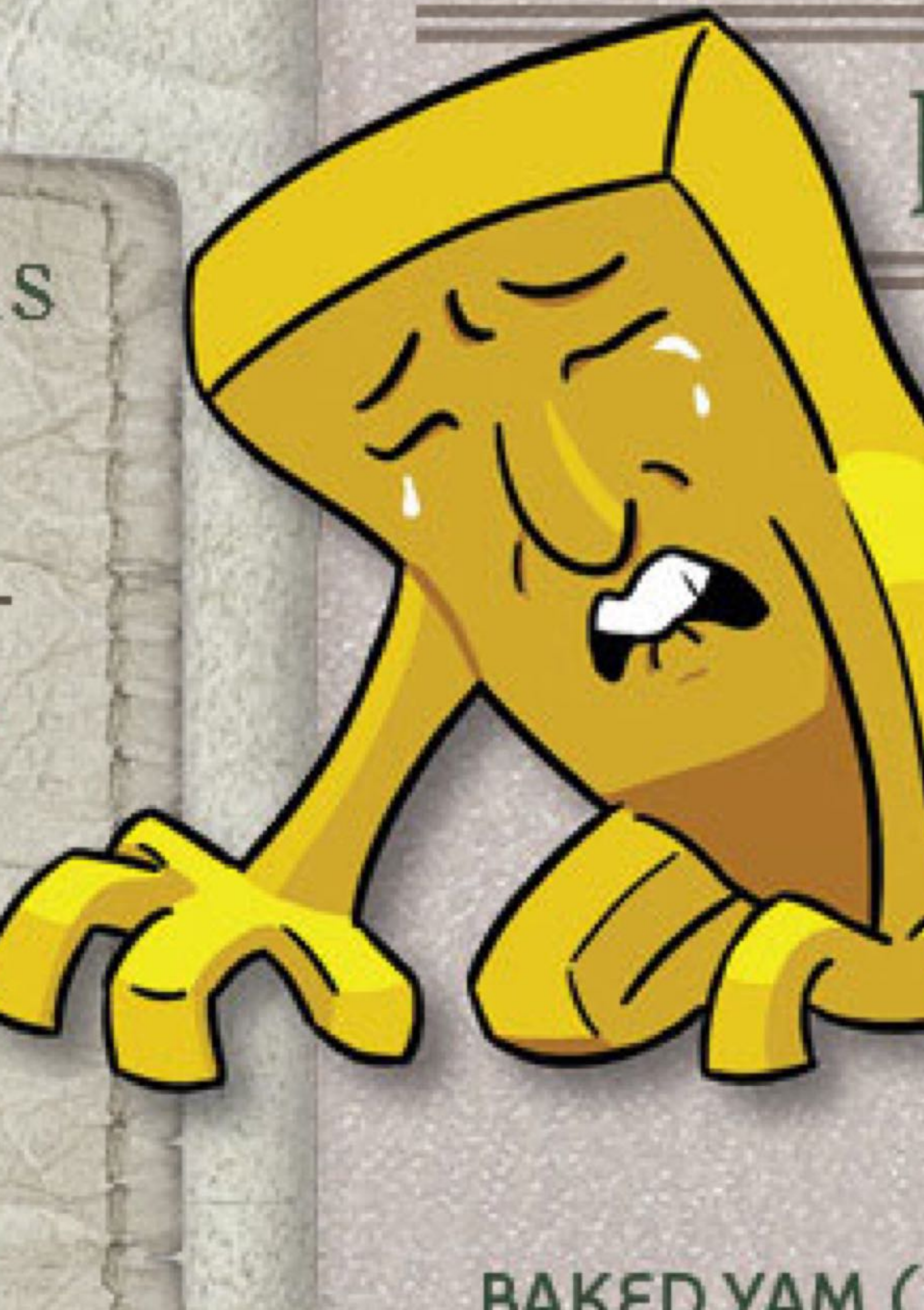


You can usually get a free round of attacks on these shy simians. Their speed and defense are top-notch, so you'll need to string together a good combo to damage them well. If they get an attack in, they pack PK Fire. Use PK Thunder to short-circuit them permanently.

MADE-YOU-LOOK (20%)

HP: 12 | OFF:120 DEF:255 | EXP:GOOD DP:120

NEGATIVE MAN



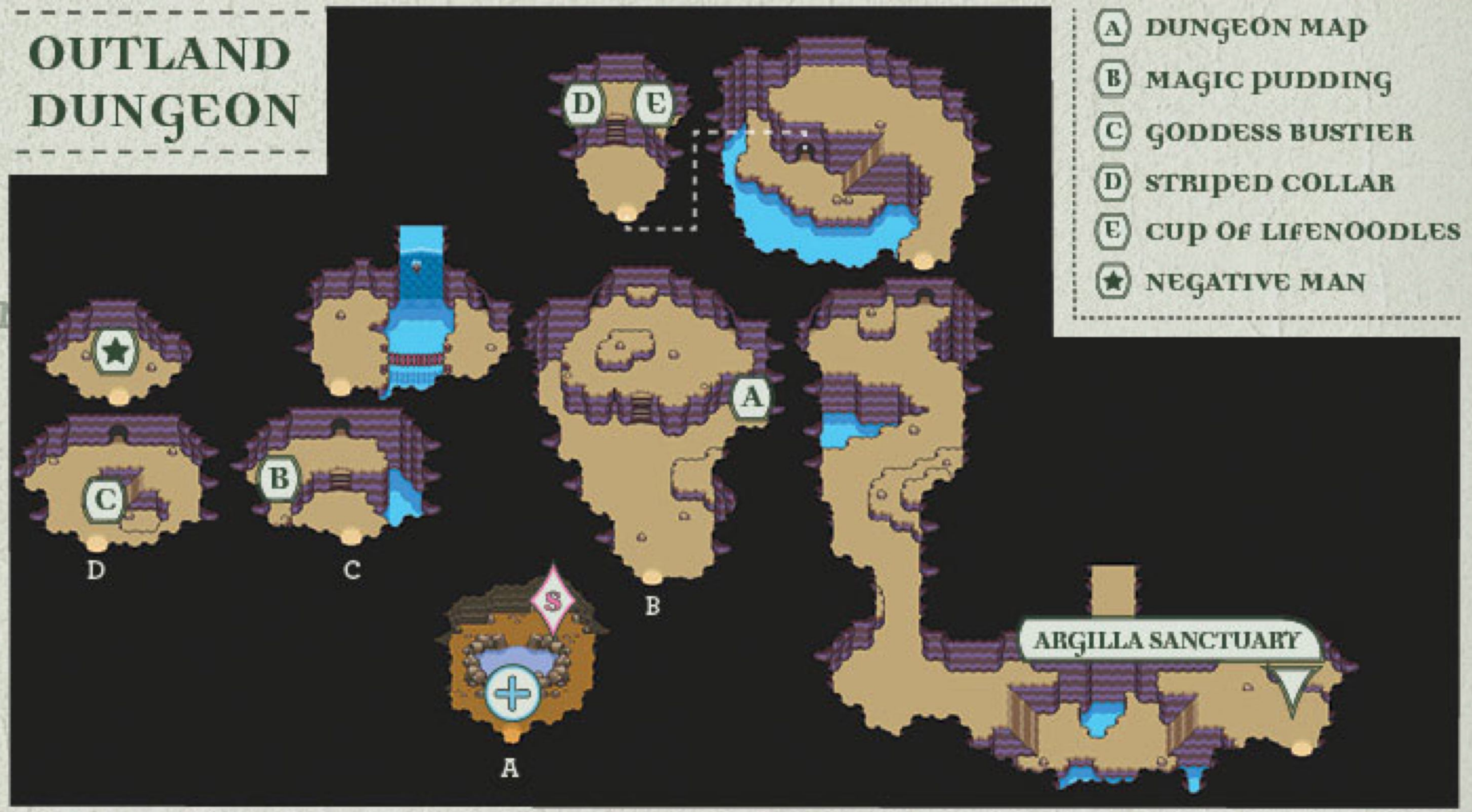
SIDE BOSS?

This pathetic excuse for an enemy isn't a threat unless you're easily depressed. He'll drone on and on about his uselessness, but he is good for one thing: the occasional Meteotite drop!

BAKED YAM (10%) | METEOTITE (2%)

HP: 2238 | OFF:1 DEF:85 | EXP:3 DP:50

OUTLAND DUNGEON


Ⓐ DUNGEON MAP
Ⓑ MAGIC PUDDING
Ⓒ GODDESS BUSTIER
Ⓓ STRIPED COLLAR
Ⓔ CUP OF LIFENOODLES
★ NEGATIVE MAN
D
E
A
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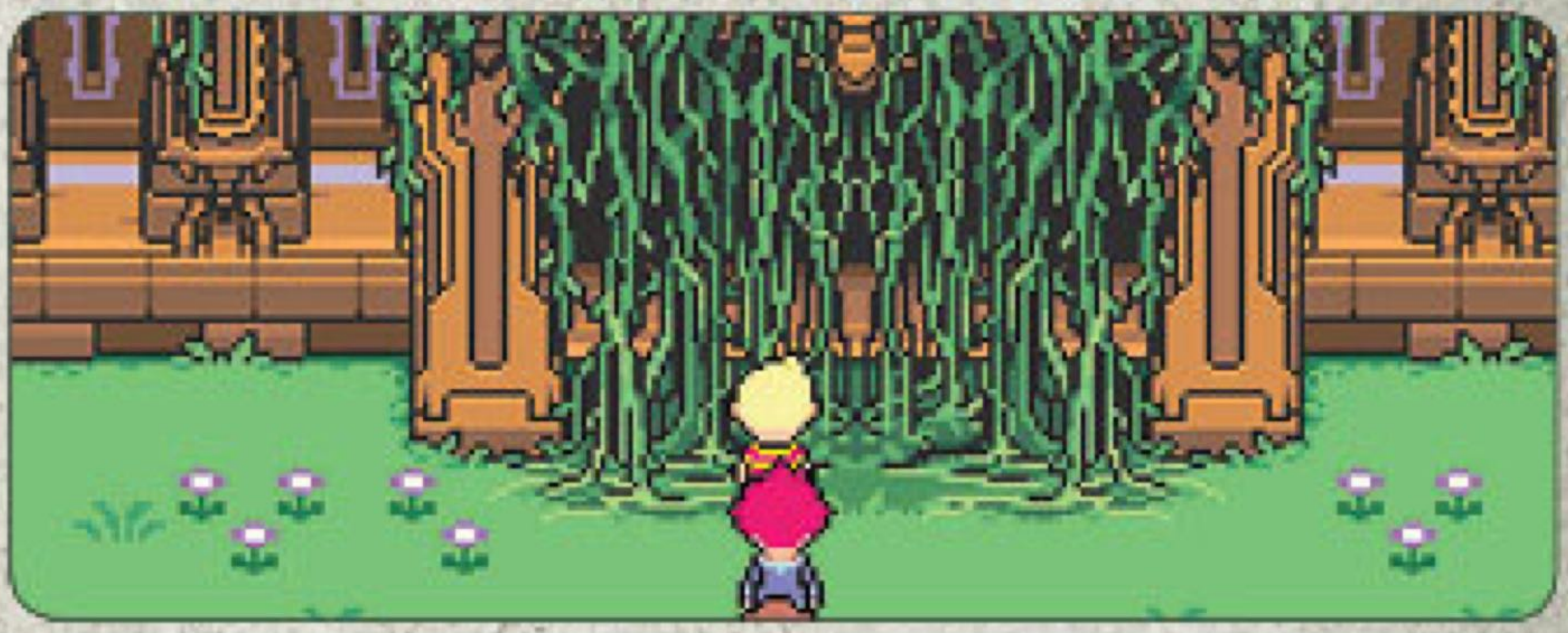
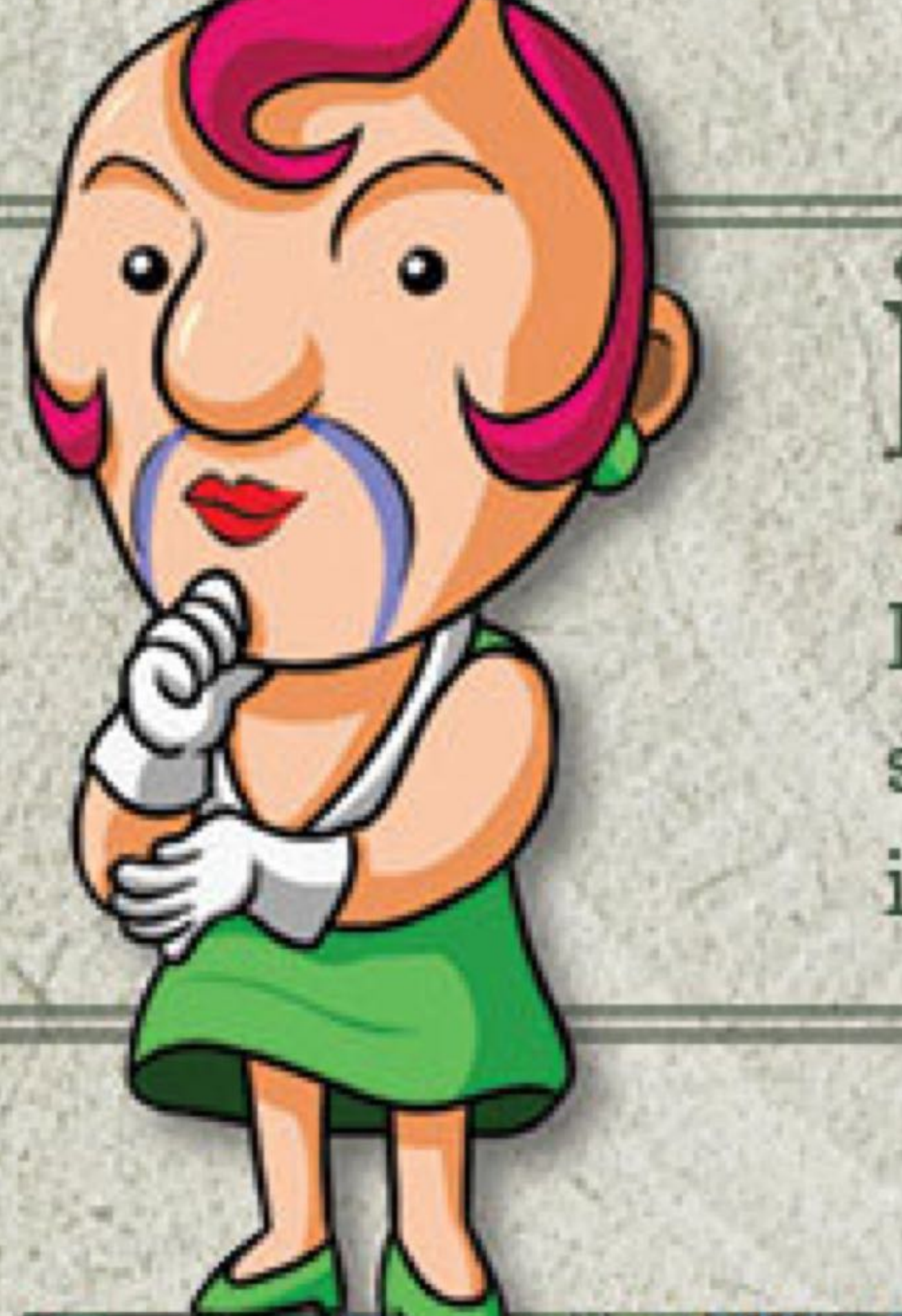
S
ARGILLA SANCTUARY

A WHELK-COMING SIGHT

Clear through the Heftyheads and you'll find yourself back in the sunlight. To the north is a mysterious temple, guarded by stiff vines. You won't be able to move them, so head back to Ionia's house to meet the fair Magypsy.





Ionia

Ionia, Alec's friend and the guardian of the sixth Needle, is the most supportive and helpful of the Magypsies, constantly offering insight and teaching you valuable skills. A true queen of the group!

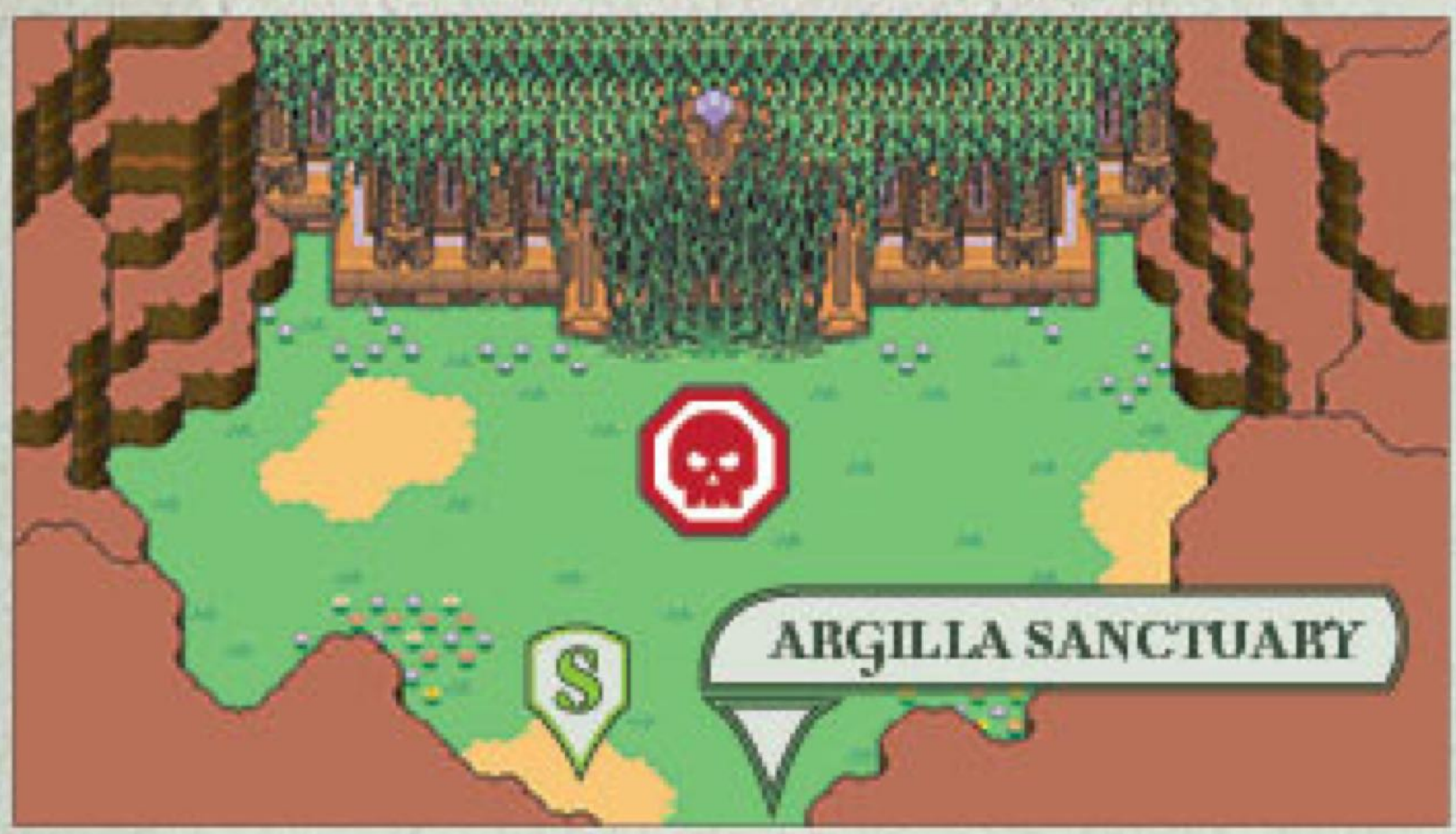
THE LAST MEAL

Inside, Ionia greets you cheerfully despite knowing that 'the time' has come. She happily accepts Mixolydia's gift and takes a moment to reflect on the personal growth of each member in your party. With a calm and brave demeanor, she hands over a treasure that will grant you access to her Needle in Chupichupyoi Temple.

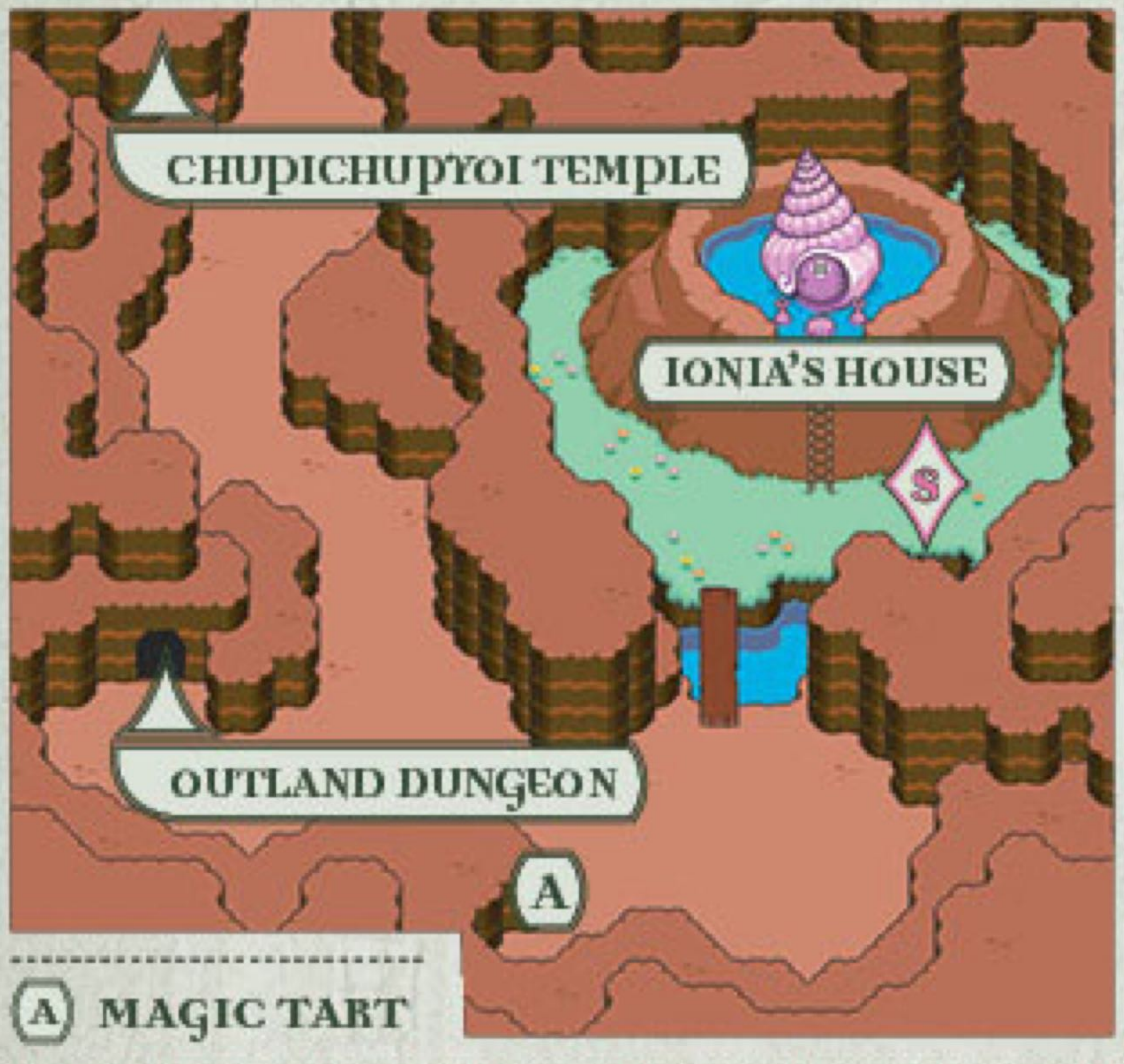
CHUPICHUPYOI CRICKET SHOP

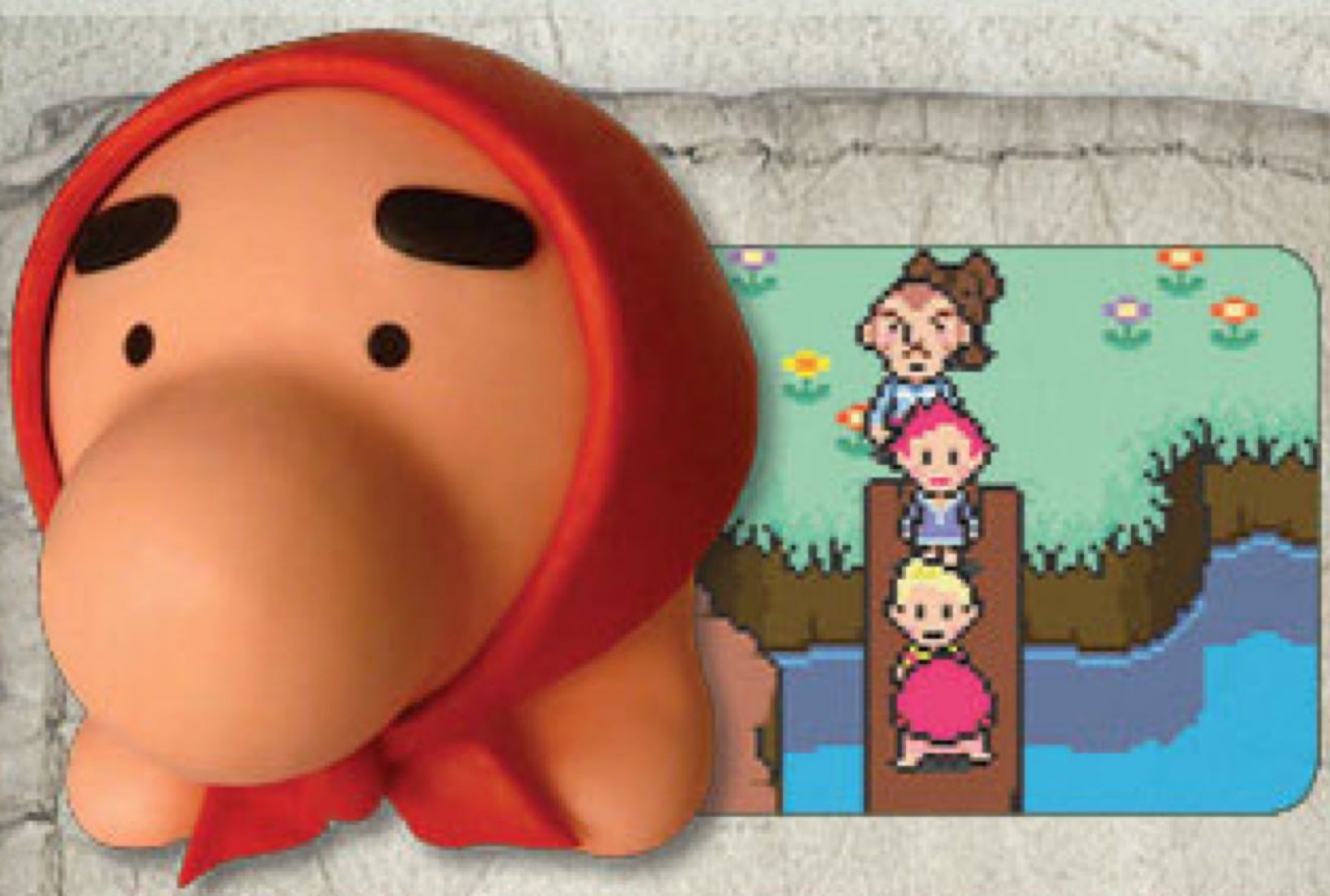
Sincerity Dumplings	100 DP
Grilled Chicken	300DP
Secret Herb	600 DP
Cup of Lifenoodles	1780 DP
Sprinting Bomb	200 DP
Pencil Rocket	500 DP

CHUPICHUPYOI TEMPLE



ARGILLA SANCTUARY



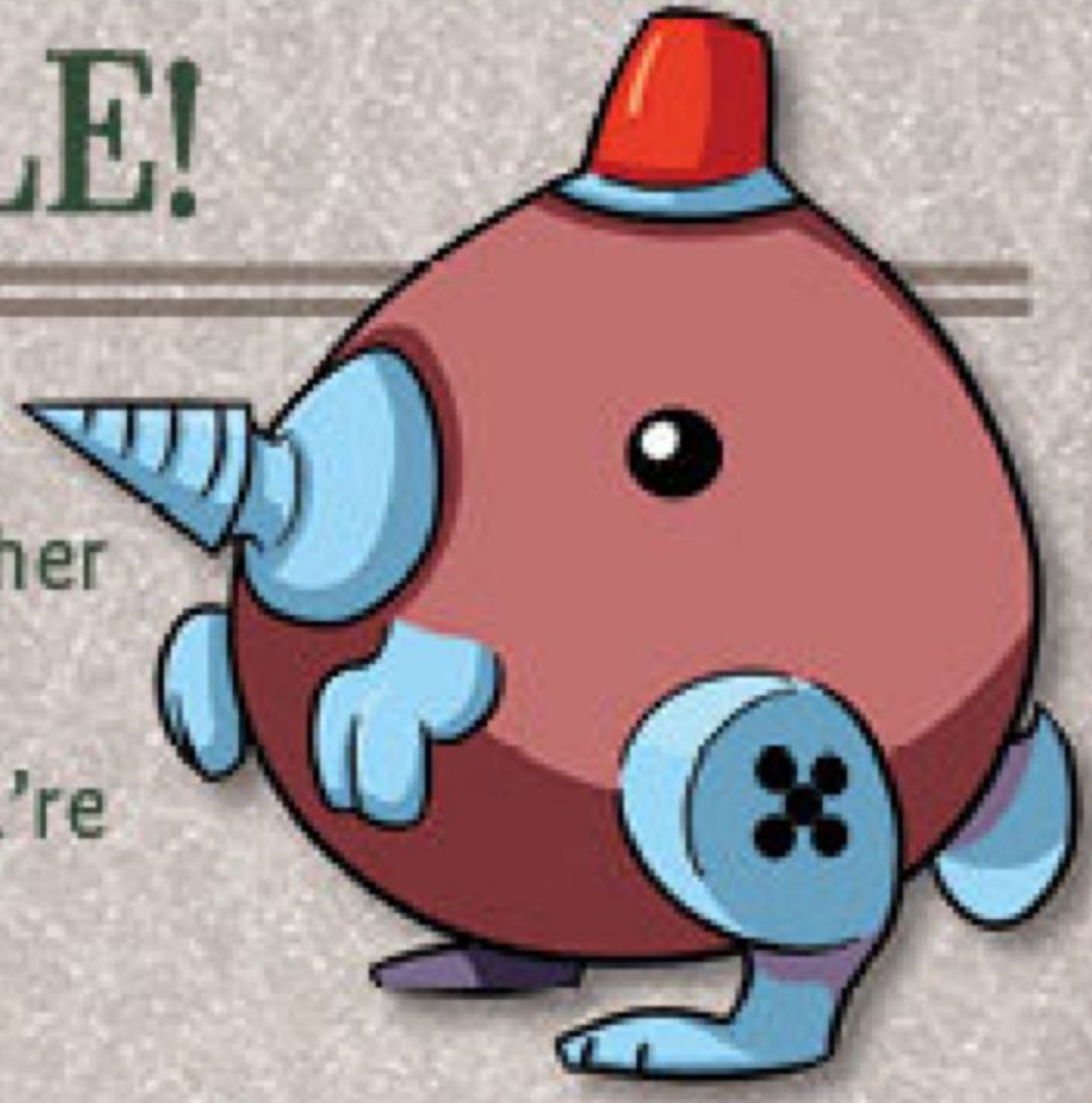


SECRET SATURN

On your way to the temple, an unexpected guest from the opposite side of the continent stops you to return your dad's old Courage Badge, now polished to shine. Upon further inspection, you realize that it's the Franklin Badge, a legendary relic said to reflect lightning attacks. What a treasure!

ENEMIES

MECHA-MOLE!

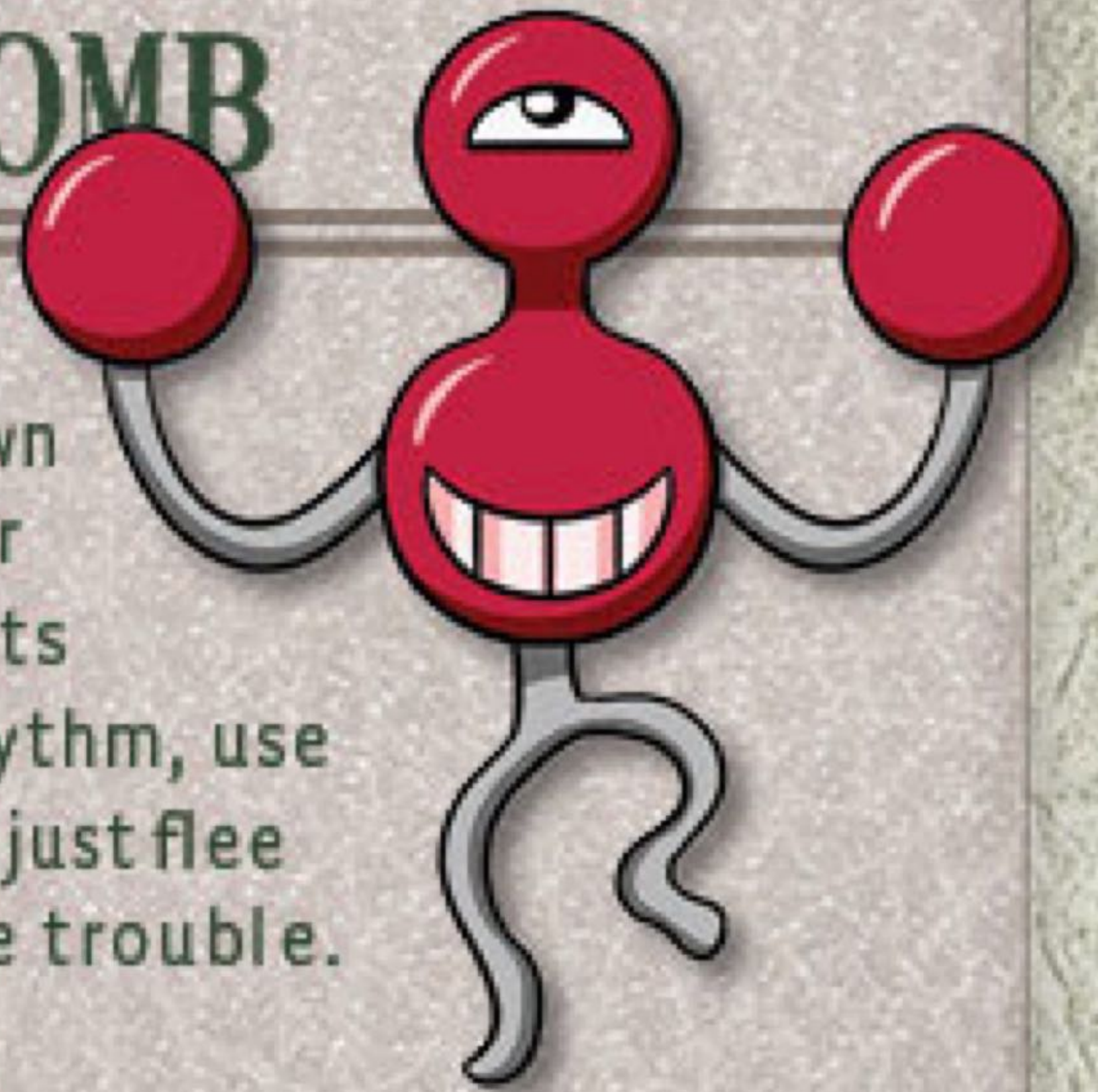


The bright red light atop their heads can signal other moles to aid in battle, so take them out before you're facing a squadron!

BOMB (3%)

HP: 564 | OFF:142 DEF:72 | EXP:1590 DP:115

CUDDLE BOMB

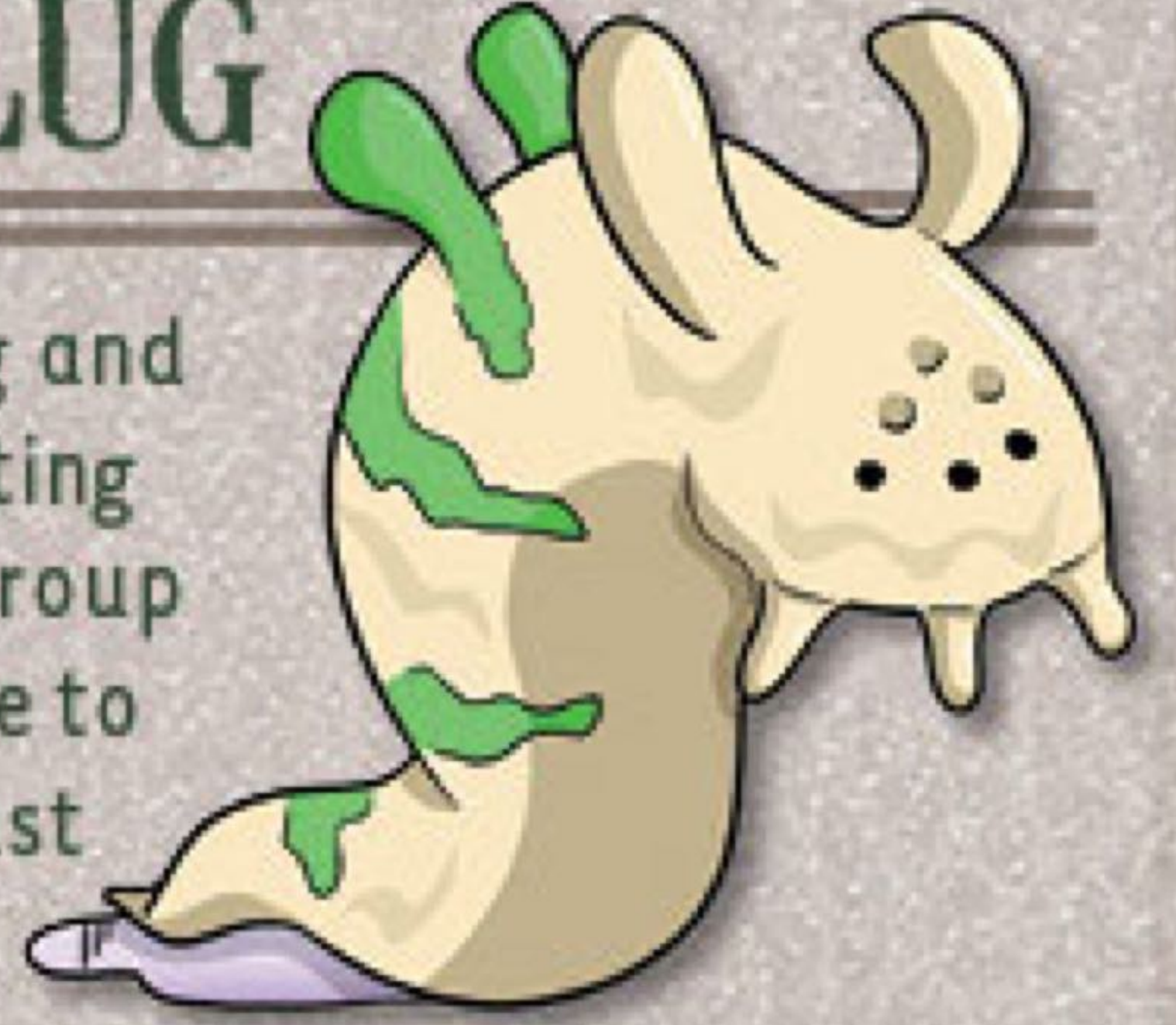


After latching onto someone, it counts down and explodes. Keep your cool and try to follow its accelerating battle rhythm, use a blast of PK Freeze, or just flee and save yourself the trouble.

SUPER BOMB (5%)

HP: 884 | OFF:150 DEF:120 | EXP:1890 DP:162

STICKY SLUG

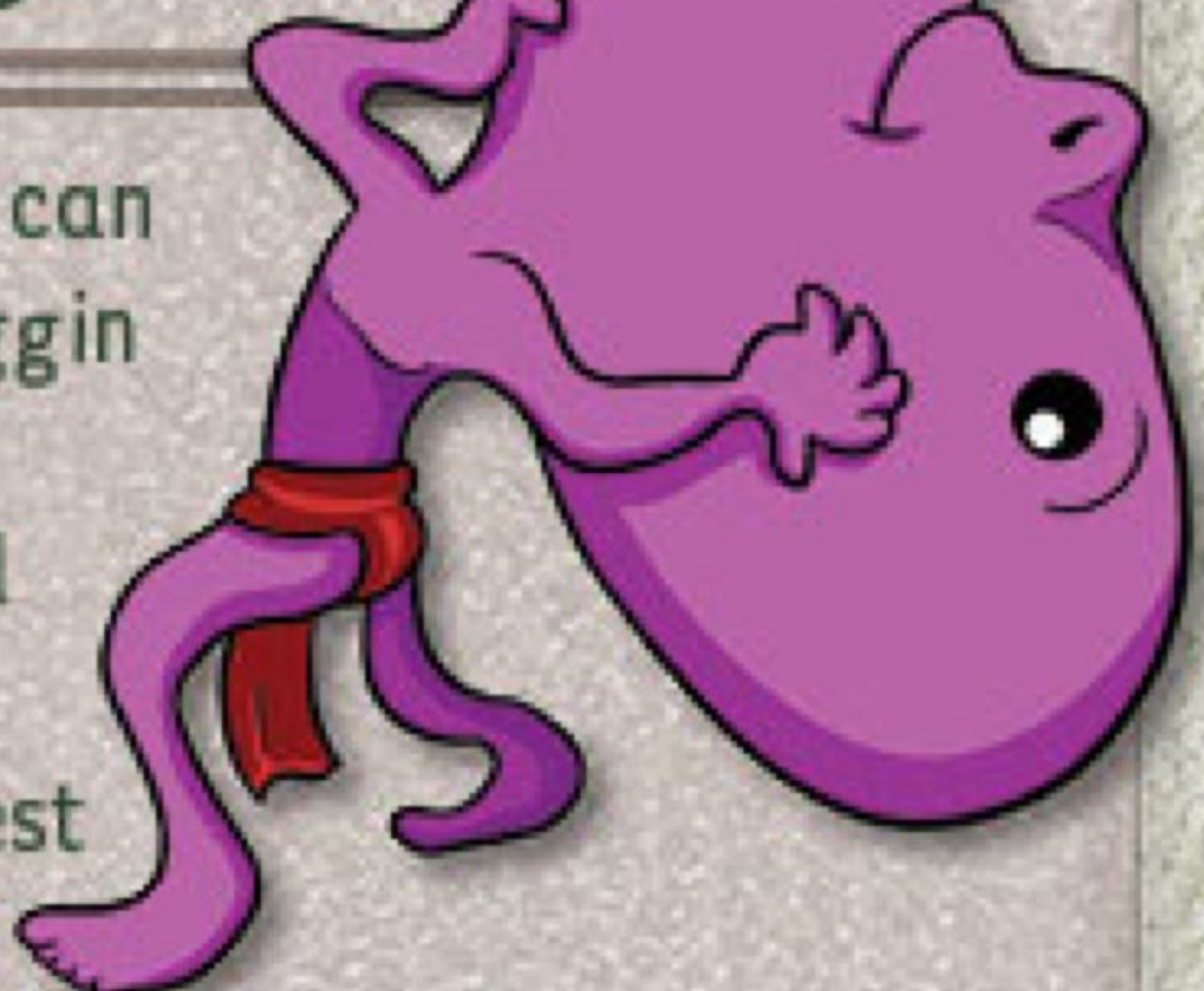


They cling to the ceiling and rain down on unsuspecting adventurers. If they group up, use a dose of PK Fire to clean out the area or just slug 'em one by one.

SALTWATER GUN (5%)

HP: 368 | OFF:138 DEF:45 | EXP:936 DP:74

HEFTYHEAD



Traveling alone, these guys can wreak havoc with nasty noggin attacks. PK Freeze will help you avoid their awkward rhythm. If you're lucky you'll find one of Lucas's best weapons, but try not to get your head handed to you!

MYSTICAL STICK (3%)

HP: 1864 | OFF:172 DEF:88 | EXP:2863 DP:312

SECRET REST

If you take the time to talk to Ionia before tackling the temple, he'll let you take a quick nap to recharge your batteries. Don't miss this opportunity as you're sure to face resistance from the Pork Army!

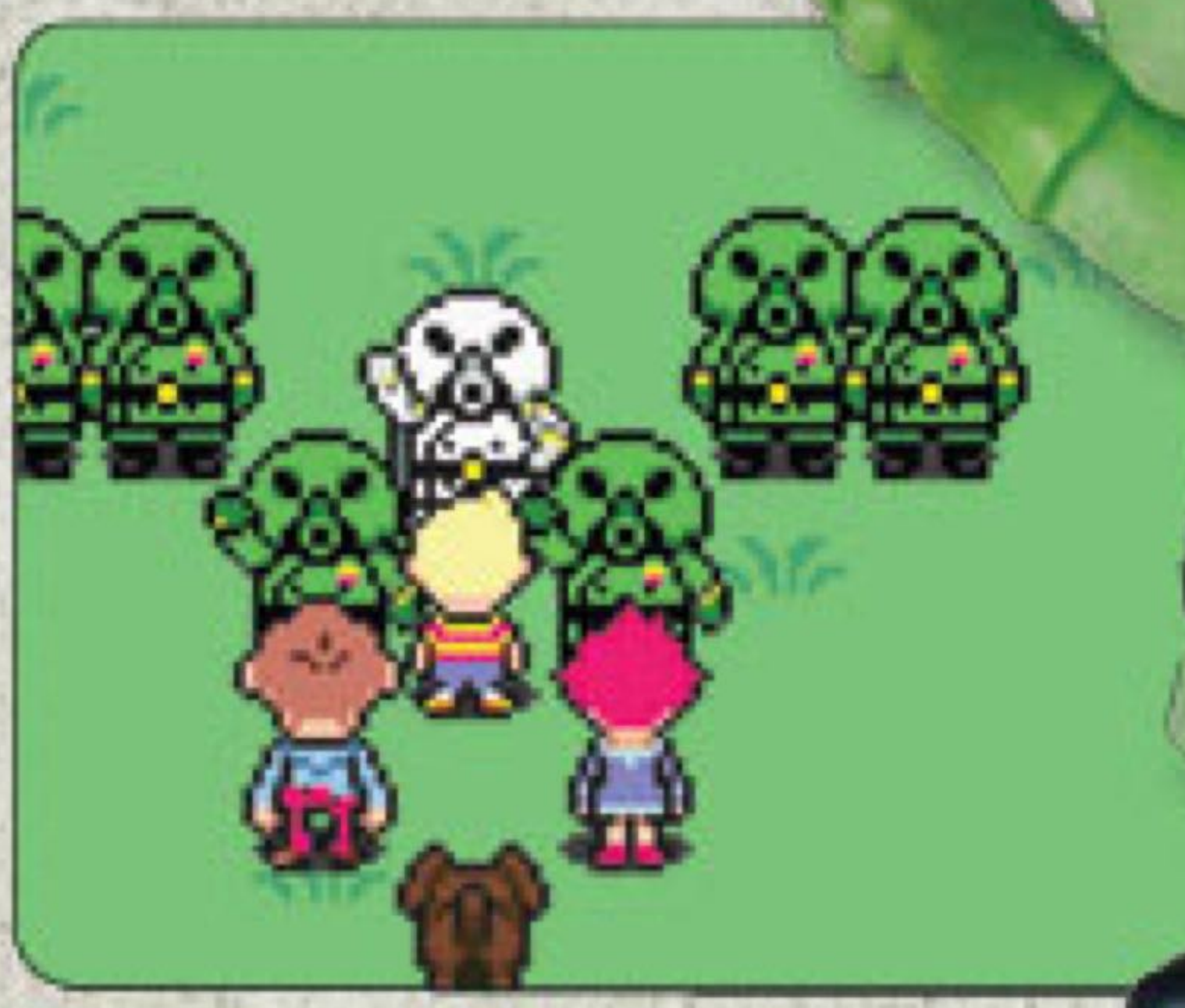
The Grind

With the second-to-last Needle at stake, the Pork Army is going to bear down with full force. With this in mind it's very important that Lucas is at Level 50, where he will learn his most useful recovery skill: Lifeup Ω. The best way to do this is to battle with the Heftyheads!

- *Head into the nearby cave*
- *Fight the Heftyheads using your most powerful PK attacks*
- *Rest at Ionia's*
- *Repeat!*

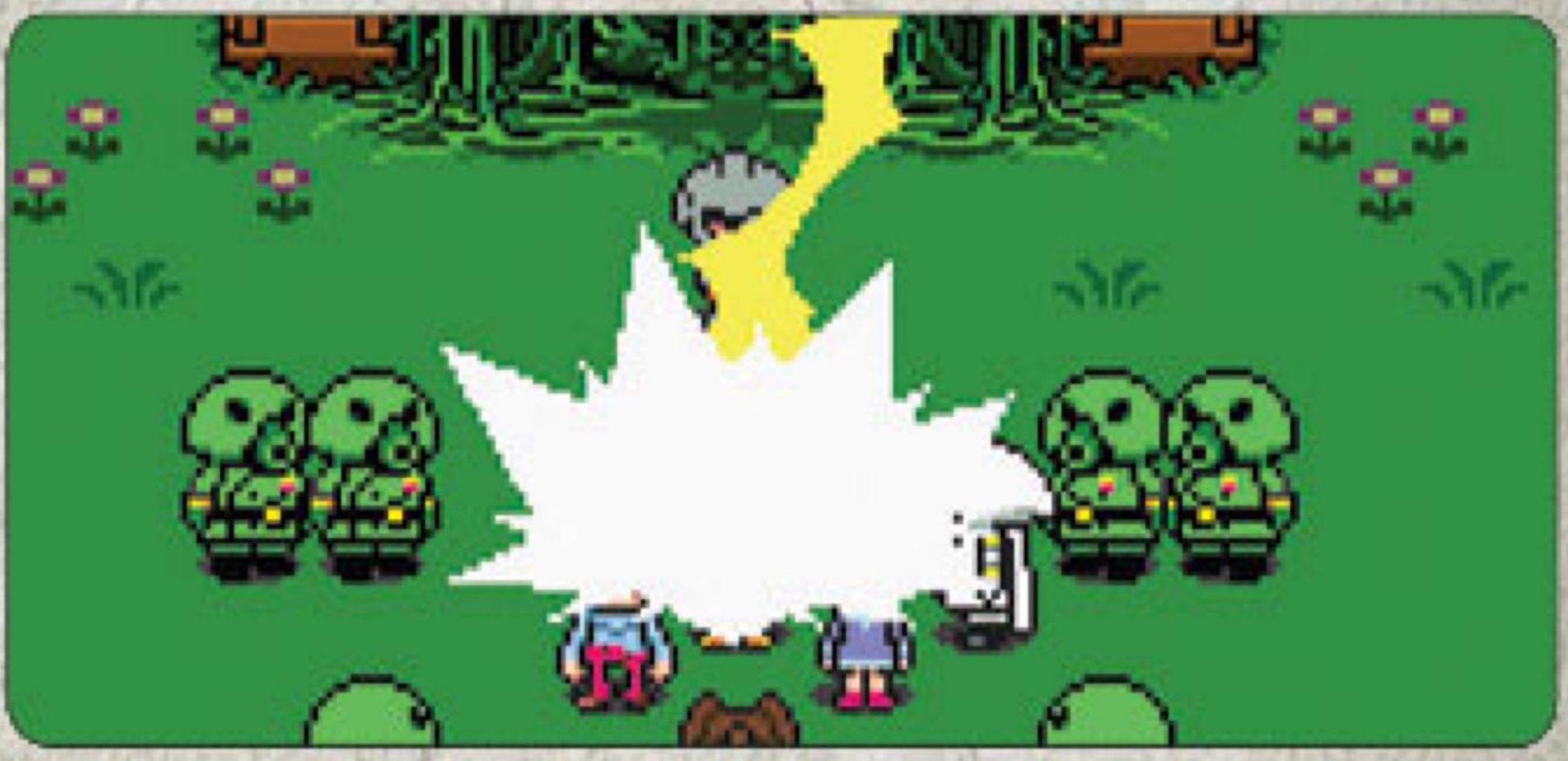
THUNDEROUS APPLAUSE

A troop of Pigmasks has formed at the temple entrance, struggling hopelessly to break through the vines. The Masked Man has little patience, however, and tries to force his way in himself. Your sudden arrival diverts their aggressions – towards you!



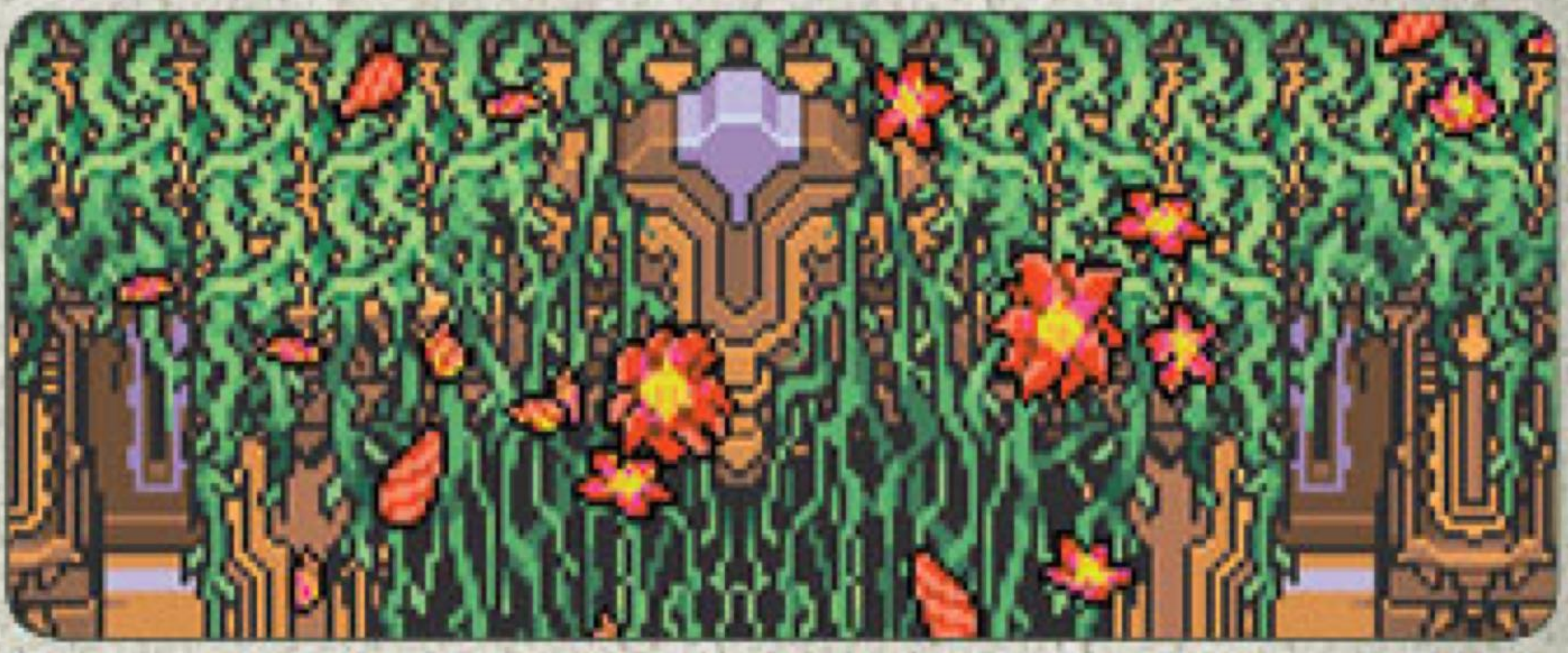
FACE-OFF WITH THE MASKED MAN

His soldiers cast aside, the Masked Man himself approaches you once more. Unsheathing his sword emotionlessly, he summons a bolt of lightning and gets an unexpected taste of the Franklin Badge! Gritting his teeth, he pounces onto you and your party.



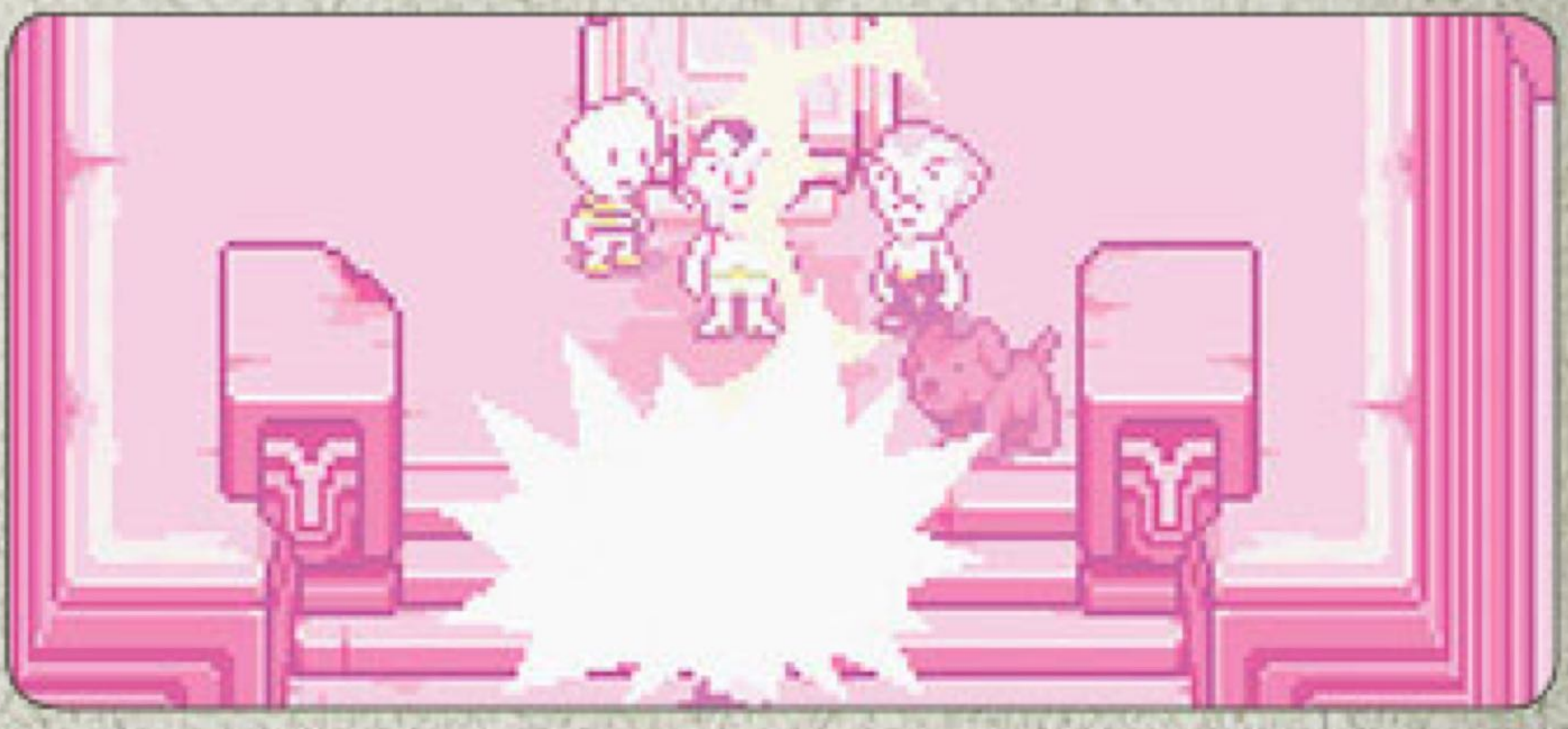
RETREAT, RETREAT!

Your victory scares away the troops, and the Masked Man concedes defeat by flying away. With your threats all taken care of, all that's left is to use the Waters of Time on the vines barring your entrance to the temple.



THE PEAK OF PK

As you approach the Needle, Ionia enters the temple. As a last-minute gift, she bestows a powerful PSI ability to Kumatora. When all things are ready, you must pull the Needle to even the score against the Masked Man—and to learn your final PK attack!



NEEDLE BOSS

MAN IN THE
METAL MASK

The Masked Man is undoubtedly the toughest foe you've faced up to this point. His special PK attack is enough to quickly sap the strongest of fighters.

- *Fix the fight! The Masked Man has supremely powerful attacks, so have Lucas raise everyone's Defense while Duster and Kumatora lower his offense. Boney should use the Shield Snatcher to get rid of the shield he starts with.*
- *Don't cast shields of your own. This foe has a Shield Killer that he'll always use right before letting loose a γ-level PK special.*

Lucas: *Defense/Offense Up Ω at least twice each! If you're going to end this fight quickly, you'll need all the stat boosts you can get. Lifeup Ω immediately after the Masked Man attacks with his PK special, and whenever the party is struggling. Special PK attack γ when possible.*

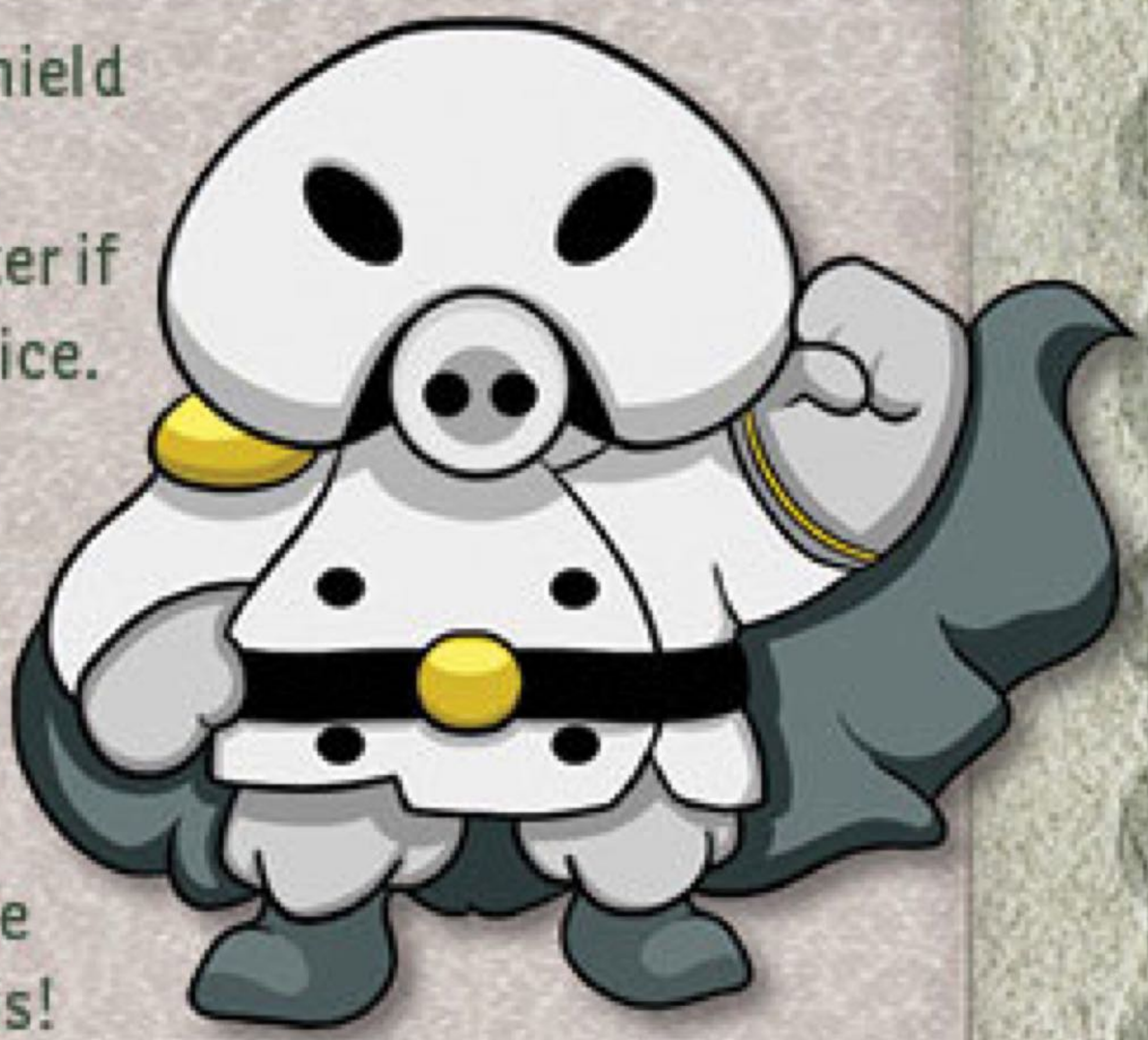
Kumatora: *Offense/Defense Down, but focus on Defense to make your party's attacks more effective. Afterwards Kumatora should focus on combos instead of offensive PSI, but if PSI is necessary, PK Freeze is best.*

Duster: *Scary Mask/Tickle Stick are great even though they won't always work. Combos from Duster will go a long way toward wearing down the Masked Man, especially once your stats are boosted by Lucas.*

Boney: *Shield Snatcher to get rid of the Masked Man's physical shield. Healing items to keep individuals alive between Lucas's Lifeup Ω spells. Combos/Explosives until the cows come home.*

ENEMIES

PIGMASK COLONEL



You might need the Shield Snatcher for the first round, and maybe later if he uses his shield device. PK Freeze and Bombs are effective against him, and while he can really put up a fight, don't waste your PP. There's a bigger battle coming right after this!

KING BURGER (15%); AWESOME CLOAK (3%)

HP: 895 | OFF:168 DEF:100 | EXP:3910 DP:500

MASKED MAN

NEEDLE BOSS

His elemental defenses are tight, so raising your offense and going all-out physically may be your best bet.

You're definitely going to need Lifeup Ω, and if Kumatora has learned it, PK Ground will make your life much easier.

HP: 5000 | OFF:165 DEF:120 | EXP:15474 DP:1321

GUIDANCE & DISTURBANCE

With her power fading fast, Ionia tells you to seek out the missing Magypsy, Locria. Her Needle is the final obstacle holding the Dark Dragon asleep! As she fades away, odd music fills the air outside the temple...

CHAPTER no 7

And so with the last of the known Magypsies gone, Lucas and his friends are left alone to face their final task. Locria, the last of the Magypsies, is approaching her Needle, which means that the Pork Army is close behind. Whose heart will be passed onto the dragon? What kind of wishes will it fulfill?

CHAPTER

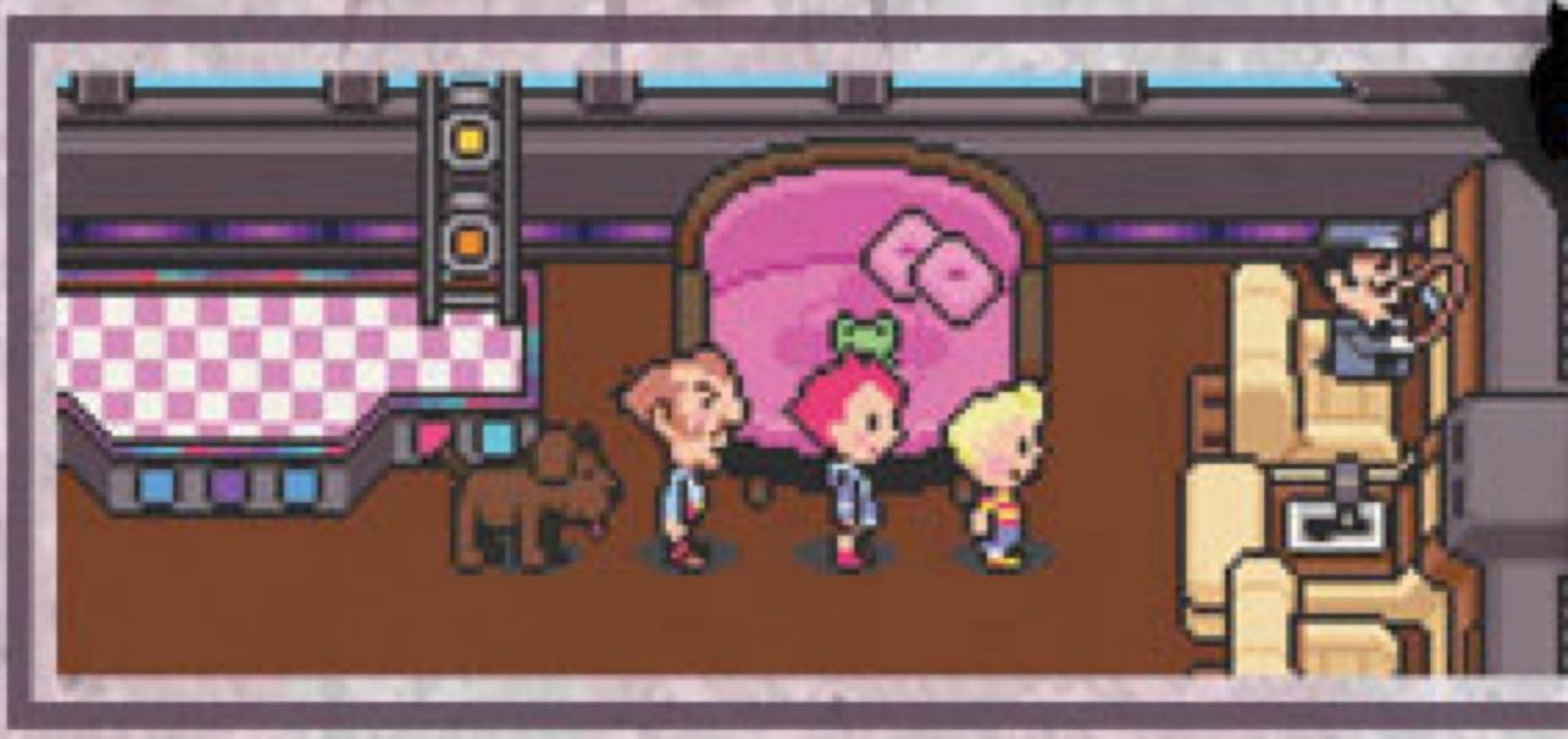
NO 8

ALL THINGS...

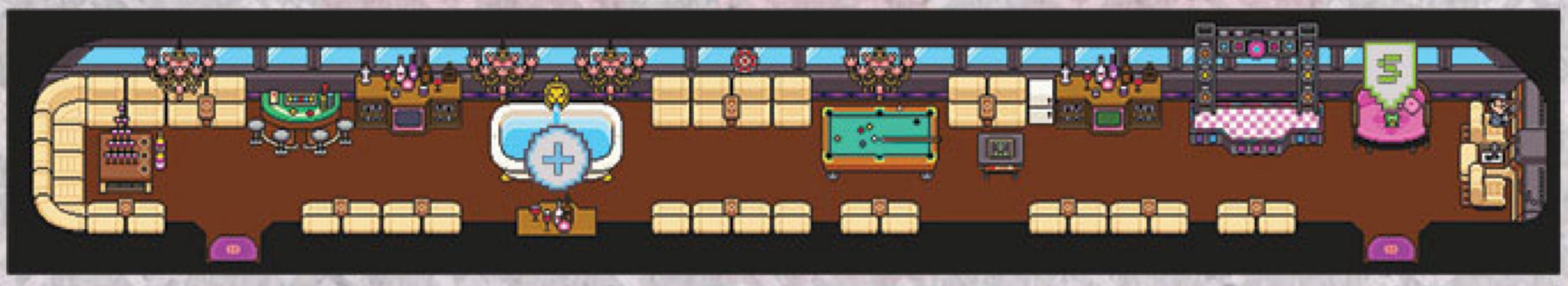
CHAPTER
No 8
PART ONE
BRAVE NEW PORK

ALL EXPENSES PAID

Lucas and his friends emerge from the temple to find... a limousine? It seems that their activities have finally attracted the attention of the elusive Master Porky, the Pig King himself, who has invited them to New Pork City. WARNING! Once you get in, you can't go back to Tazmily!



KING P LIMO

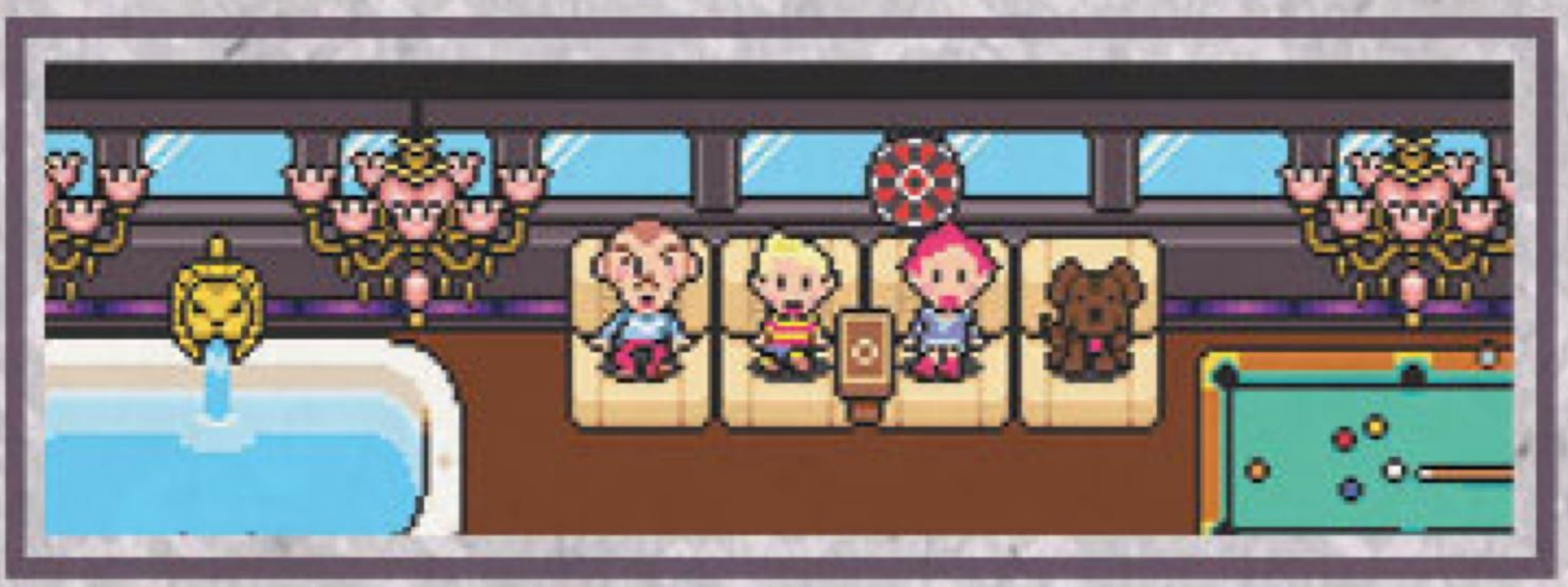


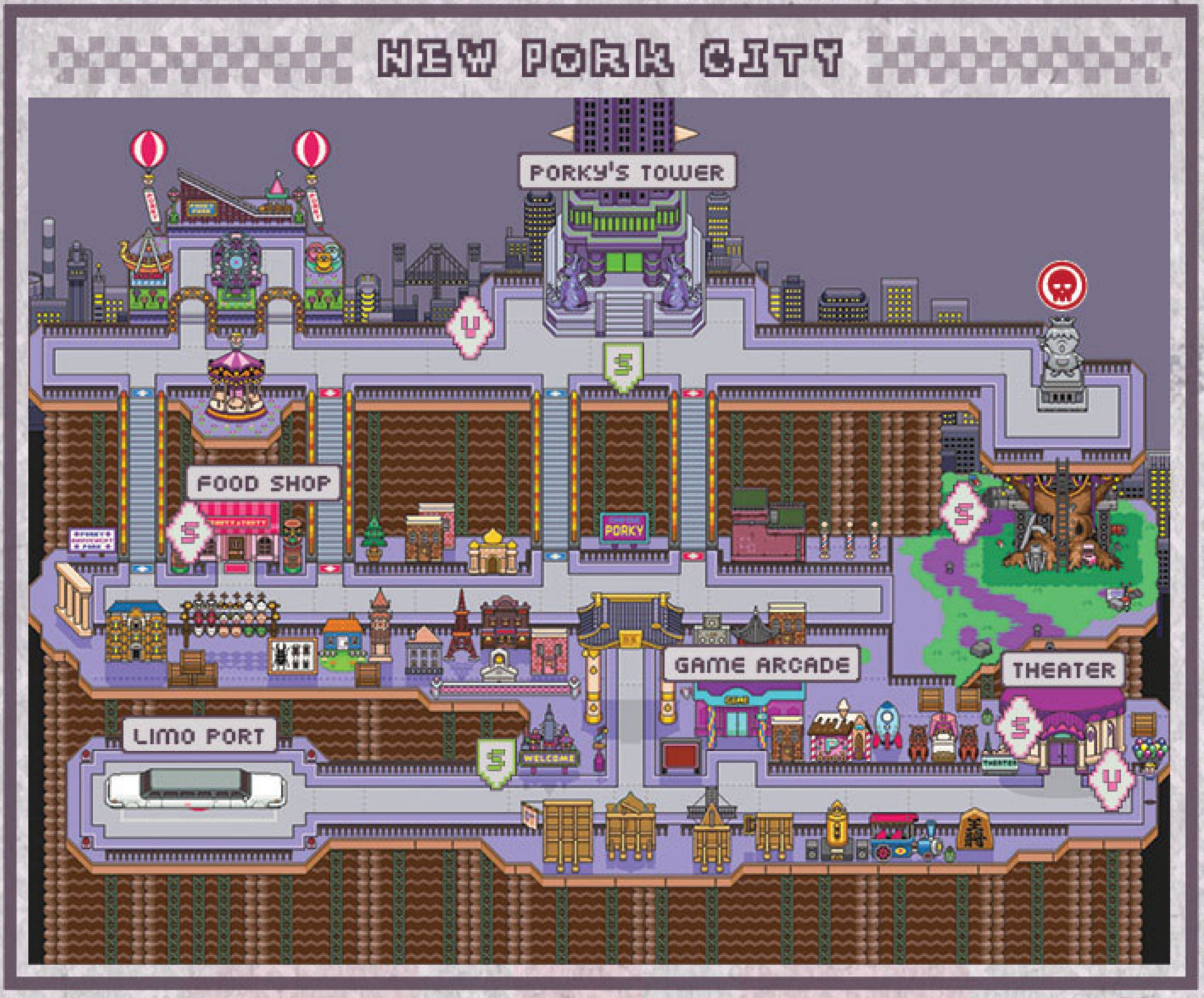
SMALL TALK

New Pork City is a short trip when you're in a flying limousine, so if you want to get the full limousine experience talk with the chauffeur first. Once he gets tired of your distractions, you're free to roam about the cab at your leisure.

PSEUDOLUXURIOUS

Make your way around the opulent limousine and you'll quickly realize that something is amiss. You can't play any of the games or drink anything. Even the champagne tower is just... a painting?




NEW PORK CITY
PORKY'S TOWER
FOOD SHOP
PORKY
GAME ARCADE
THEATER
LIMO PORT
WELCOME

★ NEW PORK CITY ★

TOWARDS A BETTER TOMORROW

100 NP

P-KORP BUREAU OF
ENFORCEMENT & TOURISM

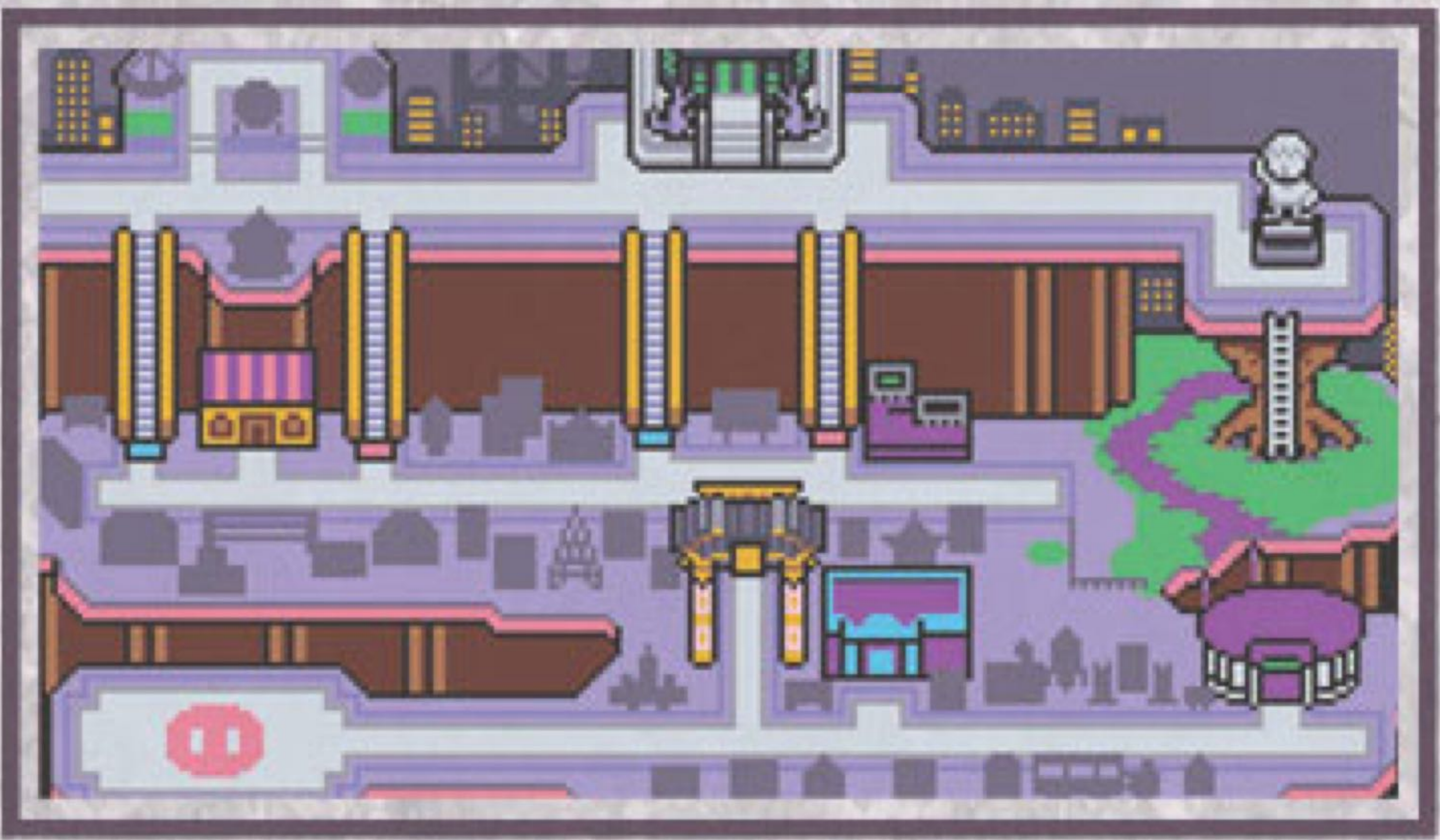
Welcome to fabulous New Pork City! This glittering empire is the shining jewel of the Nowhere Islands.

- Enjoy local cuisine served by beautiful women at Beauty & Tasty. By reservation only.
- Kill some time with your pals at our critically acclaimed Game Arcade, featuring authentic scuff marks, sticky quarters, and unfortunate odors!
- Take time to visit the King Statue, an extravagant landmark commemorating the divine righteousness of our great leader.

MAY THE PORK BE WITH YOU!

CITY MAP

On your way out of the limo, the chauffeur gives you a wonderfully-detailed map of the bustling metropolis and bids you a temporary farewell. What makes him so sure he'll see you again?



BEAUTY &TASTY

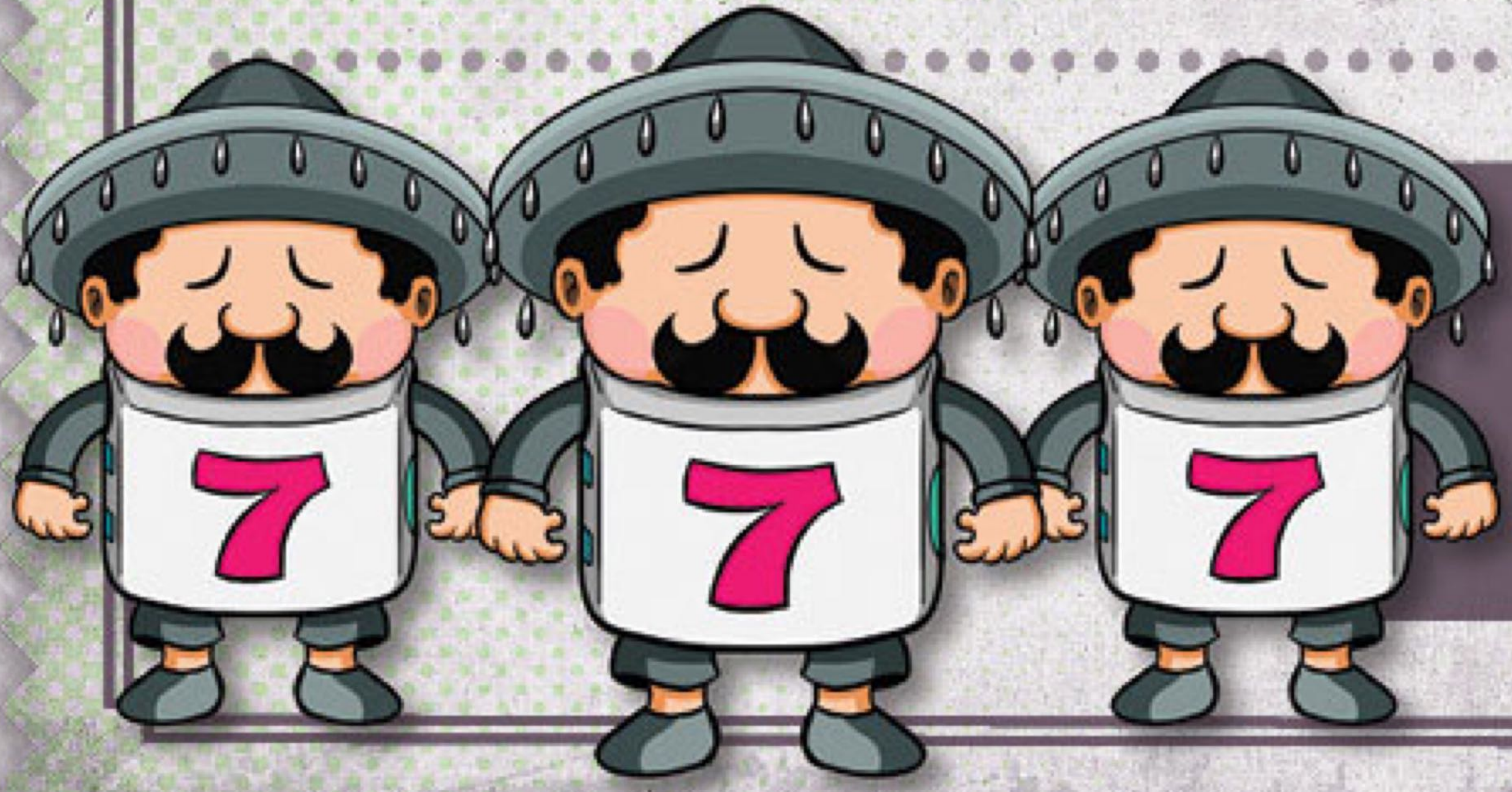
King Burger	1700 DP
Beefsteak	2000 DP
Pasta with a Past	1400 DP
Favorite Pizza	1560 DP
Rich Kid Stew	1000 DP
Rich Parfait	1300 DP

REUNION

The former residents of Tazmily have come to New Pork City ahead of Lucas. There's no telling who you'll bump into next, but one thing is certain: your arrival has been anticipated.

CASINO★TIME!

The Sanchez brothers and their friend run the loosest slots in town. In fact, they're the only slots in town. It's just 1 DP per spin, and if you hit the jackpot, you could walk away with some great prizes!



Sevens: Magic Tart
Limes: Big City Soda
Lemons: Chick
Bars: Bag of Pork Chips

BEHIND THE SCENES

For some reason, the women who staff New Pork City's various establishments (the real ones, at least) don't like it when you walk up behind them. You're not staring at their hips, are you?

10 NP

VENDORIFFIC

You can find explosives and overpriced food elsewhere, but you'll want to save your money for the unassuming Piggy Vend in front of Master Porky's massive tower–it's got vital upgrades for pretty much everybody.

Master Stick	4860 DP
Expensive Gloves	2360 DP
Good Shoes	3520 DP
Heavy Charm	1820 DP
Kite Bandana	1840 DP
Scorpio Bracelet	2800 DP

MOVIE SHOP

Fake Bat	20000 DP
Fake Frying Pan	18000 DP
Red Hat	2000 DP
Angel Ribbon	1500 DP
Bag of Pork Chips	28 DP
Pork Noodles	80 DP
Big City Burger	60 DP
Bag of Big City Fries	40 DP

Hot Dog Sushi	200 DP

Big City Cola	50 DP

PORKY'S QUEST!

PREMIERE TONIGHT!

FREE ADMISSION

STUNNING! – THE WEEKLY LARDNA

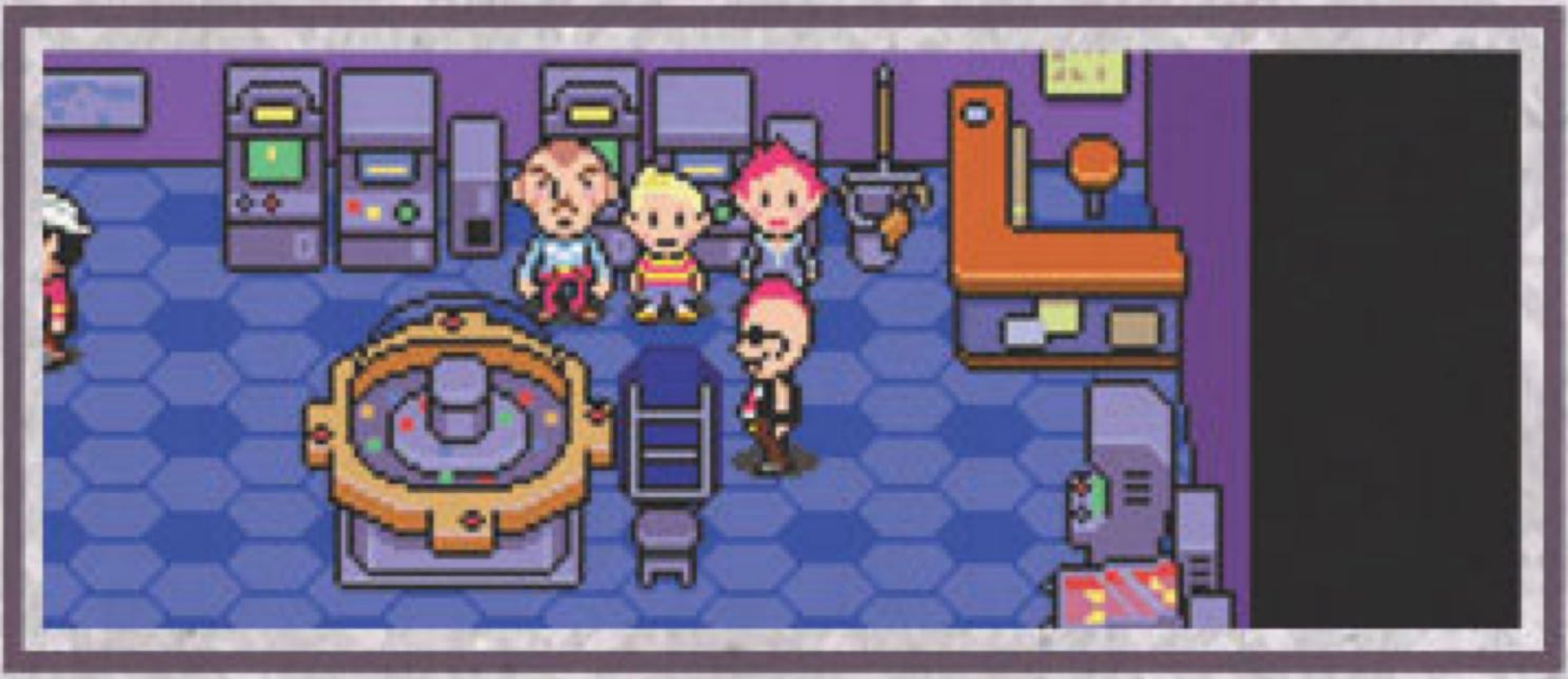
A TRIUMPH! – ALOYSIUS REVIEW

SOURCE OF THE STENCH

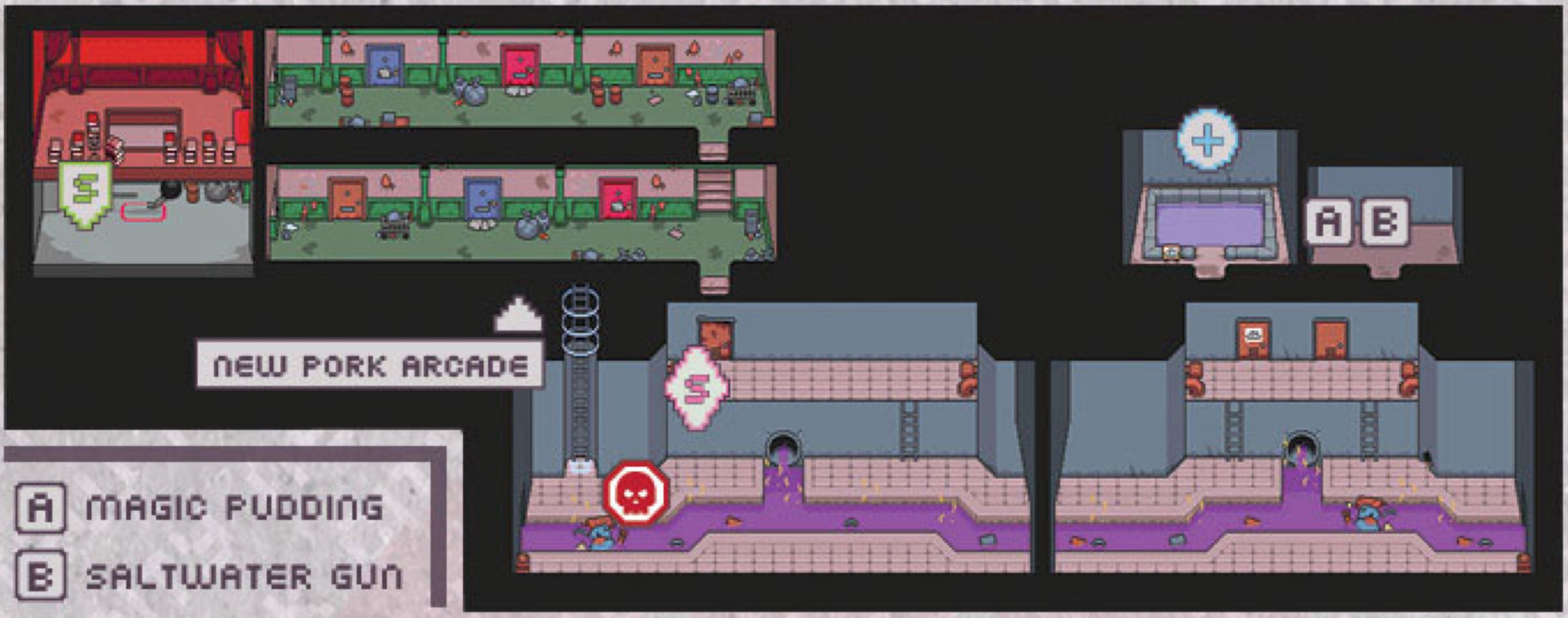
Inside the theater some punk is babbling about a sewer leader, the nosy lady won't let you run, and everyone else is complaining about the awful stench. Sniff around until you've uncovered the source.

SUBCULTURE

You can't just let Boney run off, but there's no way you can follow him either. A man at the arcade was complaining about the air quality, so perhaps you can check with him about getting into the underground scene.



NEW PORK SEWERS



EENIE MEANIE

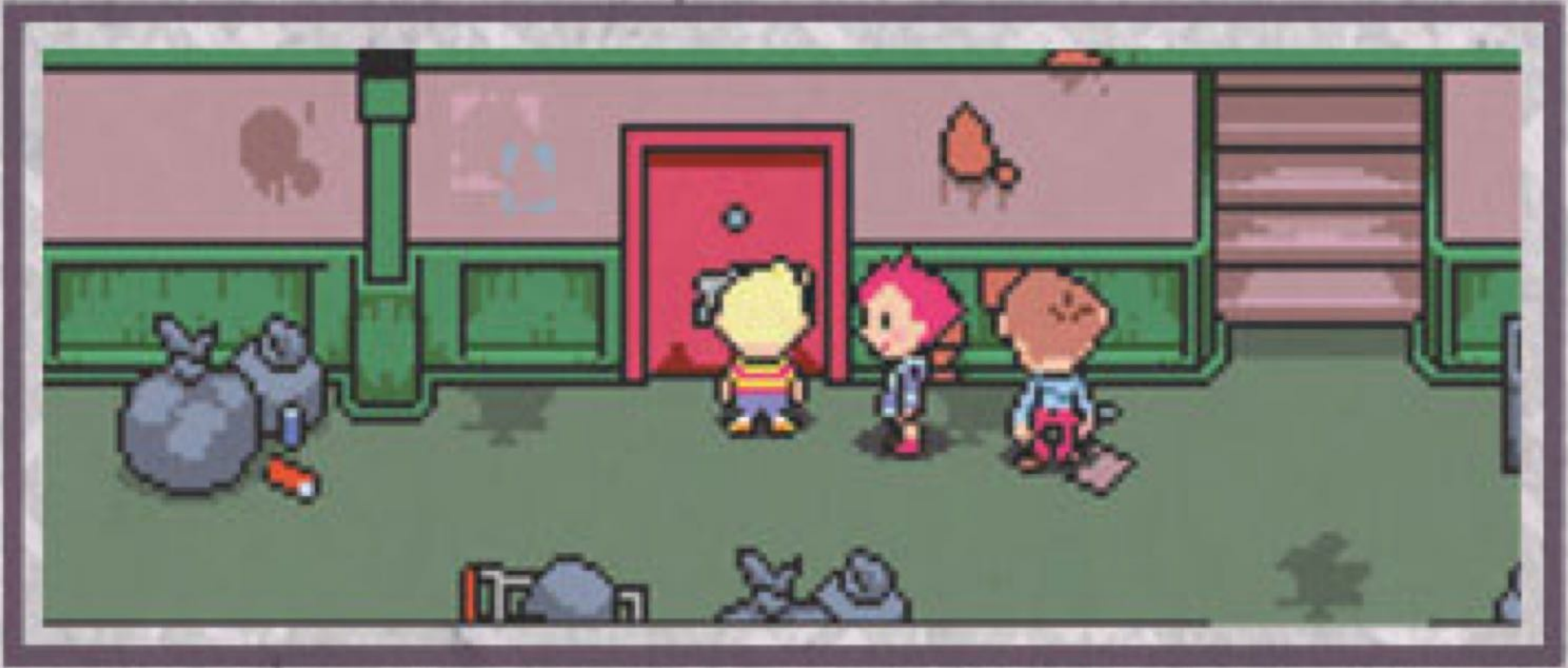
There's a trashy room in the sewer with a few surprises, but be careful: the can on the right isn't quite so pleasant.

CRICKET SHOP

Double Jerky	240 DP
Antidote	8 DP
Fresh Mint	16 DP
Secret Herb	600 DP
Cup of Lifenoodles	1780 DP

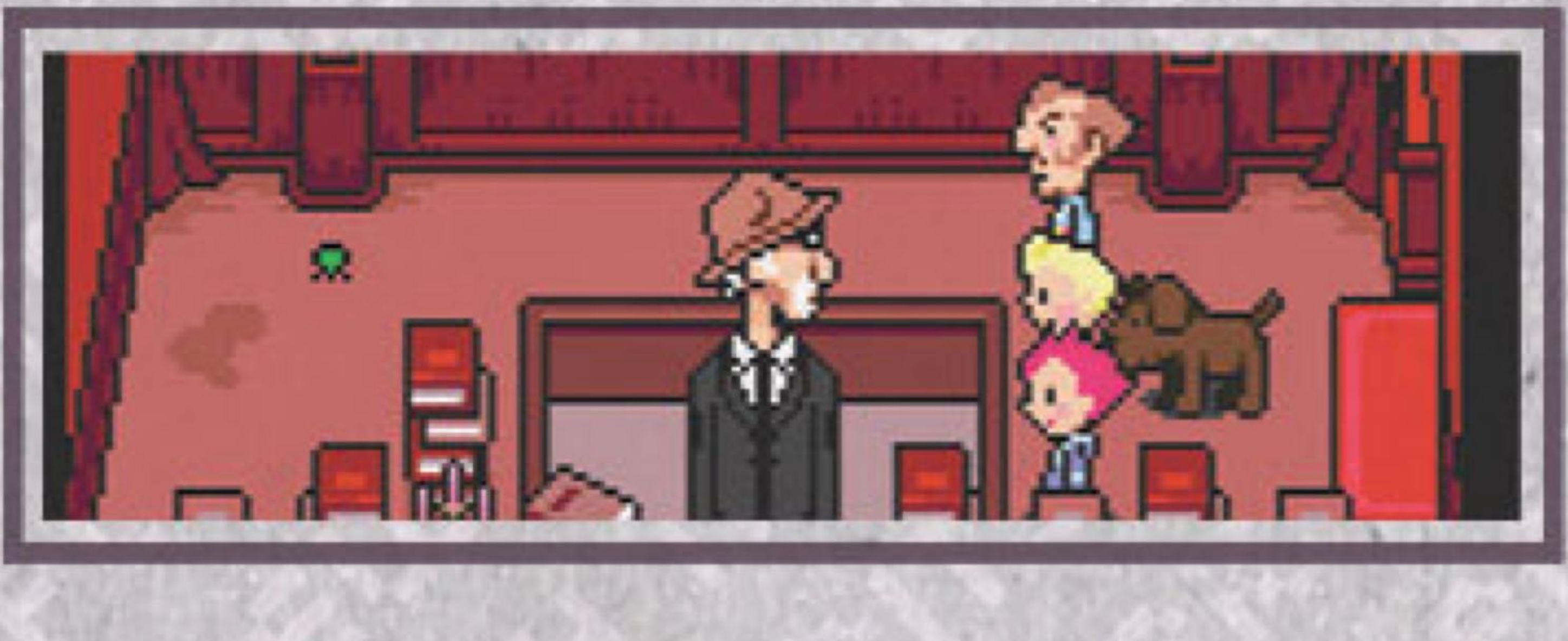
MT APARTMENTS

As predicted by that guy in the theater, you'll discover the MT Apartments after a short trek through the sewer. This depressing slum doesn't seem like it was abandoned that long ago. What happened to the old tenants, and just how new is New Pork City?



TAKE ME TO YOUR LEDER

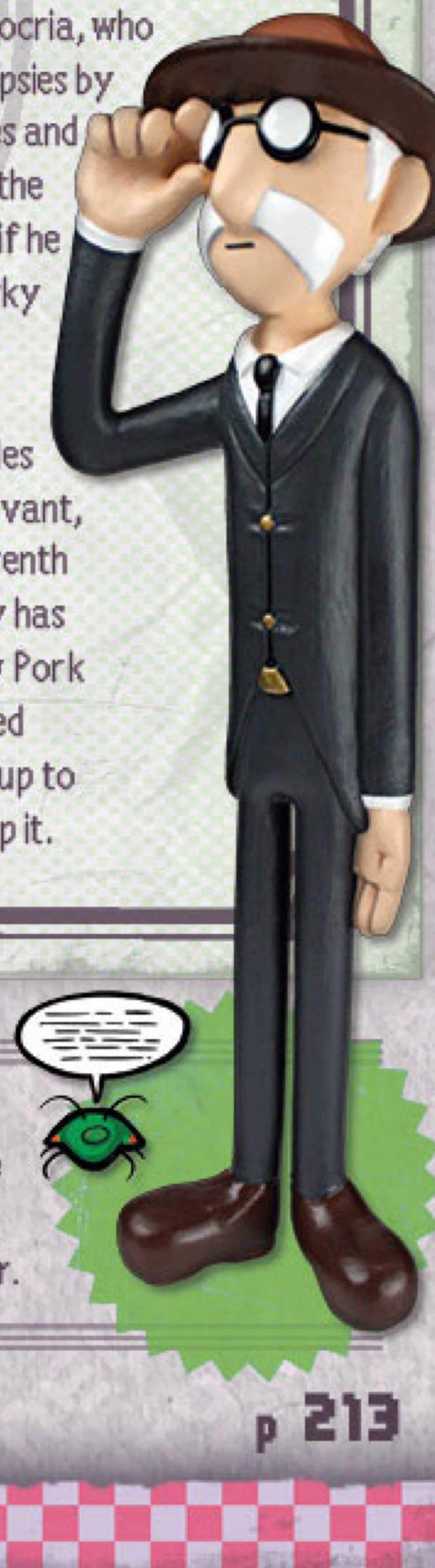
In the west wing of the complex is a familiar-looking pair of legs, except that they're tied up! On the second floor, Boney will rejoin your party before you reunite with the mysterious "leader" you've been hearing about.



LEDER'S STORY

Leder, the bell-ringer from Tazmily Village, is not only alive: he's speaking! He has remained voluntarily silent for all these years, waiting for this moment to tell you the truth. His tale is so staggering that you'll have a hard time taking it all in, so Mr. Stinkbug is recruited to write it down for safekeeping.

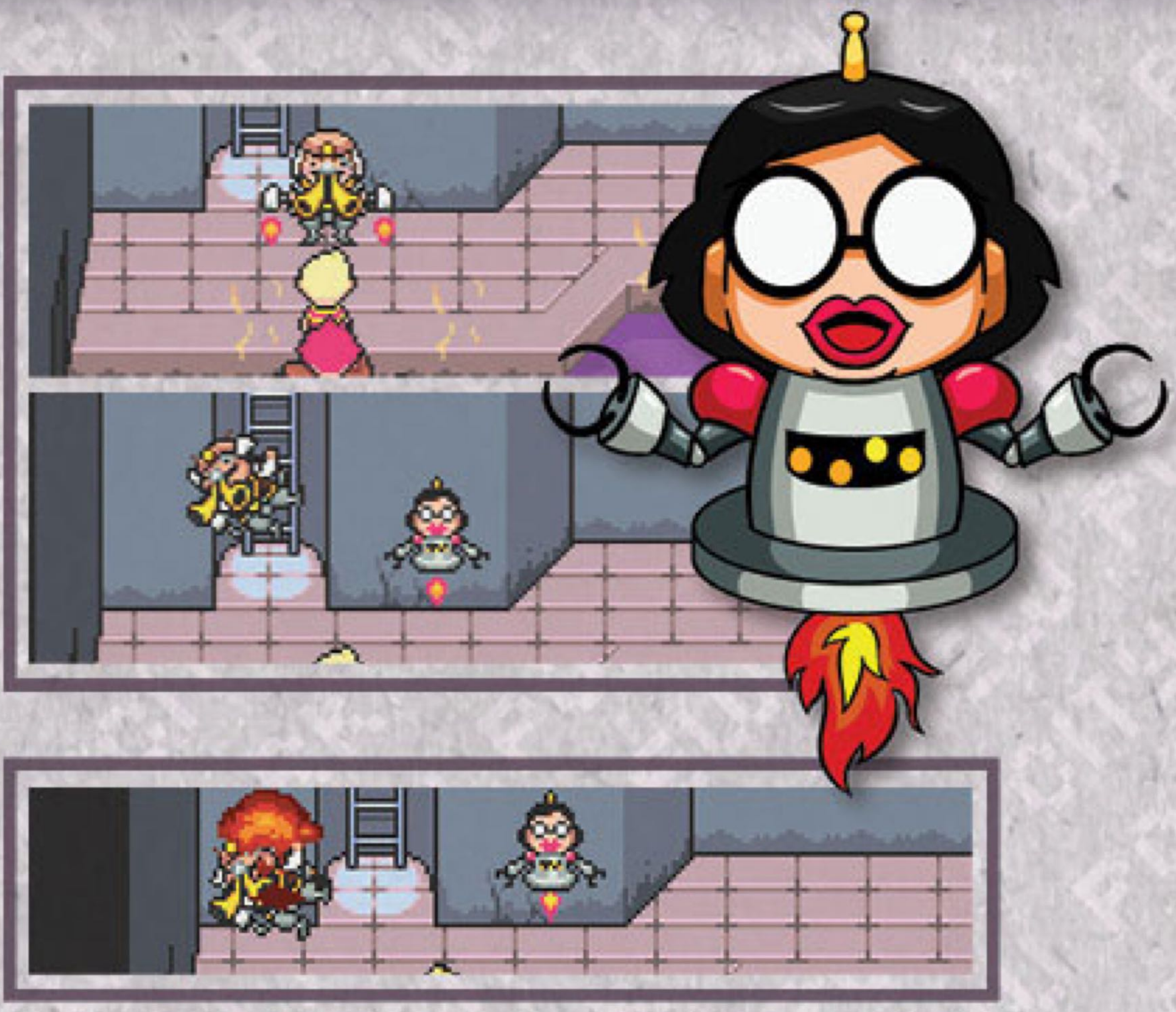
- Long ago, the world extended far beyond the Nowhere Islands and was filled with innumerable people. The world was eventually destroyed by mankind.
- The Nowhere Islands were specially protected from the destruction thanks to the dragon sleeping under the island, sealed there by the seven Needles of the ancient Magypsies. The people of the Nowhere Islands were the sole survivors of the end of the old world. They arrived at the Nowhere Islands on a "White Ship."
- To prevent a recurrence of the mindsets and circumstances which eventually destroyed the world, the survivors chose to erase their memories and replace them with an ideal "story" of their lives as the humble villagers of Tazmily.
- As a fail-safe measure, the original memories of the villagers were stored in the Hummingbird Egg. Wess and Duster were tasked with retrieving the Egg and restoring the memories of the townspeople in the event of a disaster.
- It was important that someone's memory remained intact to help "keep watch" over things. Due to his abnormal height, Leder was chosen. The bell he rang served to keep people's memories intact.
- Things went well for the villagers until a person named Porky arrived on the island in a "Time Distorter" which allowed him to travel through time and space. Using this machine, he began building an army with people he had brainwashed and brought from other eras.
- Treating the islands as his personal playpen, Porky began experimenting with Chimeras. Using them in conjunction with the Thunder Tower and his army, he began to seize control of the islands.
- At some point Porky met Locria, who betrayed her fellow Magypsies by telling him about the Needles and the Dragon. Realizing that the ultimate power could be his if he were to pull the needles, Porky started toward that goal.
- With three of the six Needles pulled by Porky's lifeless servant, it all comes down to the seventh Needle. It seems that Porky has brought everyone to New Pork City for some kind of twisted apocalypse party, and it is up to Lucas and his friends to stop it.



The Stinkbug. Don't hold your nose: a big whiff of this little guy will bring back important memories. He's small enough to fit in your key items, but big-hearted enough to remember the deepest secrets of the Nowhere Islands. If you want to listen to Leder's story again, the Stinkbug will recall it for you at any time. Take him with you as you approach Porky's skyscraper.

NOT SO FAST

You're not out of the water yet! Just as you're about to escape the dank sewer, something explodes out of the water. A brassy, familiar song fills the air: Fassad! His interpreter takes a moment to describe Fassad's intense, loathing hatred in very precise terms. Fassad went to all the trouble of lurking in sewer water, so the least you can do is give him a fight!



>> BOSS <<

It came from the SEWERS

Fassad is nearly as unrecognizable as the Chimeras his army produced. He's got some amazing PSI attacks, but he won't use them until you really make him mad.

FIRST HALF

- Miracle Fassad starts off with a shield, so you'll want Boney to use the Shield Snatcher immediately. Everyone else should stick with the standard routine: decrease the enemy's Offense/Defense and increase your own.
- You probably won't want to mess with shields, as Fassad's attacks aren't too threatening. Conserve your PP for the second half of the battle by attacking with combos.

SECOND HALF

- Partway through the battle you'll knock off Fassad's gratuitous hornage, sending him into a PSI-powered rage. First he'll set up a PSI shield, so you should immediately use the Shield Snatcher. You'll also need Lucas to set up PSI Shield Ω immediately.
- At this point you should unleash everything you've got, meaning you finally get to use those two uber-attacks you just picked up: Starstorm and PK special Ω!
- When he starts reinforcing his shields and scarfing bananas, you've got him on the ropes!

BITTER DEFEAT

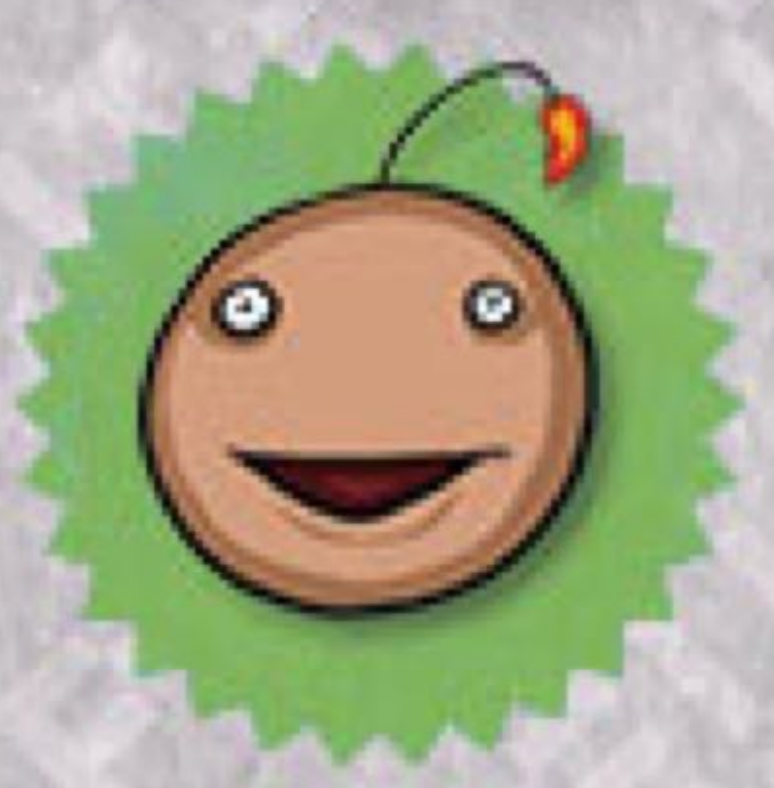
After you've beaten him, Fassad drops into the slimy waters as his interpreter makes an unceremonious exit. Next stop, Porky's Tower!

GATHERING STORM

The streets are busier than ever! More and more people have arrived while you were listening to Leder's long story. If your way is blocked, you'll have to find another way around, but you can still get everywhere you need to go.

BOMB SALESMAN

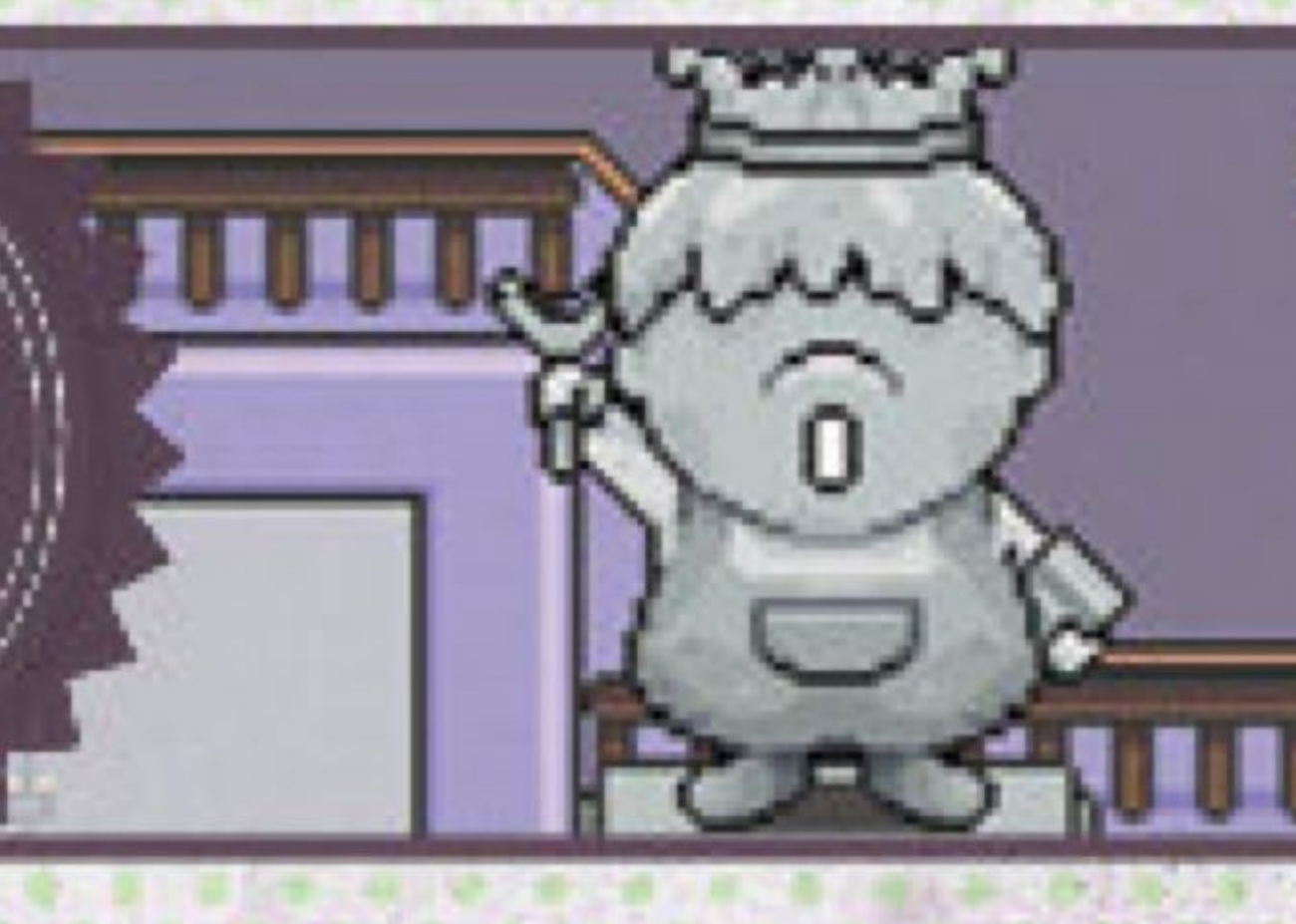
Pencil Rocket	500 DP
Bomb	1000 DP
Super Bomb	2000 DP
New Year's Eve Bomb	3000 DP
Saltwater Gun	400 DP



NEW YEAR'S EVE BOMB:
Potentially the most powerful weapon in the game: if it works, it reduces all enemies to 1 HP! Unfortunately it's not too reliable...

SAVAGE STATUE

100 NP



Check out the eerie King Statue on the northeast side of the city a few times and you'll get a weird feeling. Return the favor and you'll find yourself in a battle for your life! There are only two ways to win: either use a New Year's Eve Bomb or have everyone guard while Lucas attempts PK Flash, which on rare occasion will instantly defeat your enemies.

TRIVIA CARDS

If you somehow survive the King Statue's assault, speak to the man nearby and you'll be rewarded with the fourth and final Trivia Card. These trivia cards aren't useful, but they're fun to use in battle with members of the Pork Army. While you can get some entertaining wrong answers from any solider, below are the specific porkers which provide the right answers:

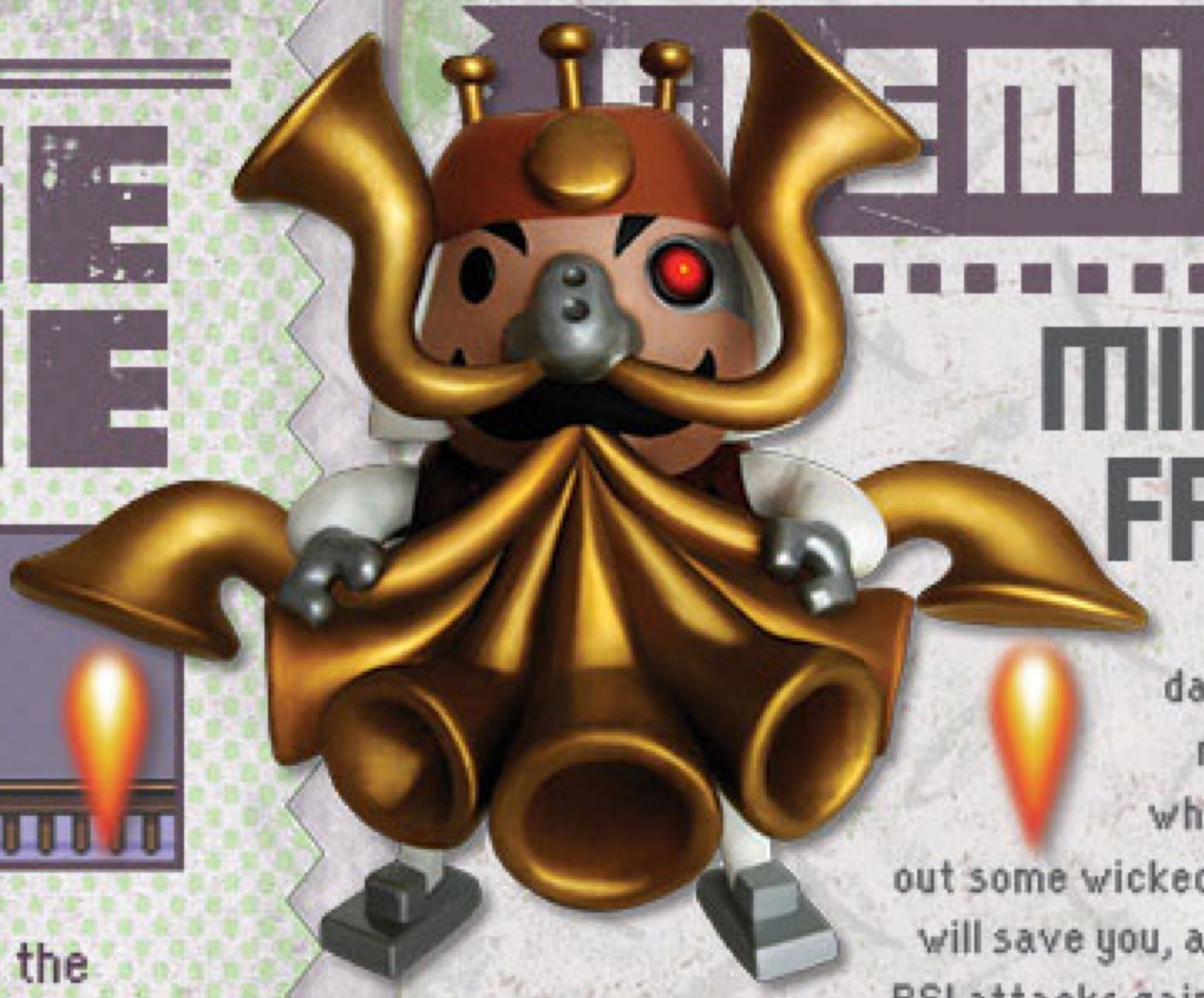
1 Card answer: "This Game Stinks"
- Pigmask Major
- Pigmask Colonel

2 Card answer: "Croquette Rolls"
- Pigmask
- Navy SQUEAL
- Pigmask Colonel

3 Card answer: "Ape"
- Pigmask
- Pigmask Captain
- Pigmask Colonel

4 Card answer: "The Civil War"
- Pigmask Major

EMIES

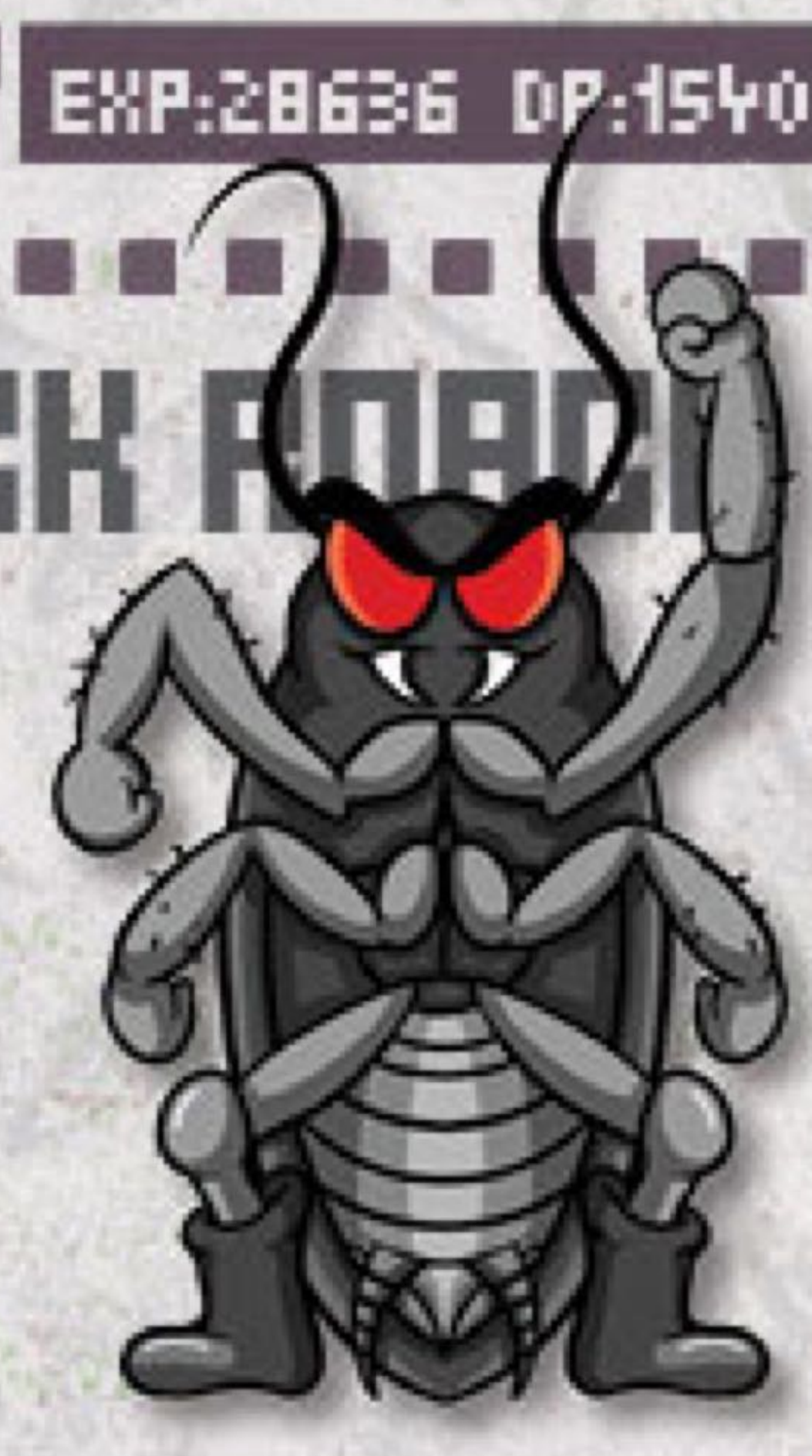


MIRACLE FASSAD

He's not too dangerous until you make him mad, at which point he busts out some wicked PSI. A PSI Shield will save you, as will the high-PP PSI attacks gained at the temple!

HP: 5489 | OFF:164 DEF:140 | EXP:28636 DP:1540

METAL ATTACK ROAC

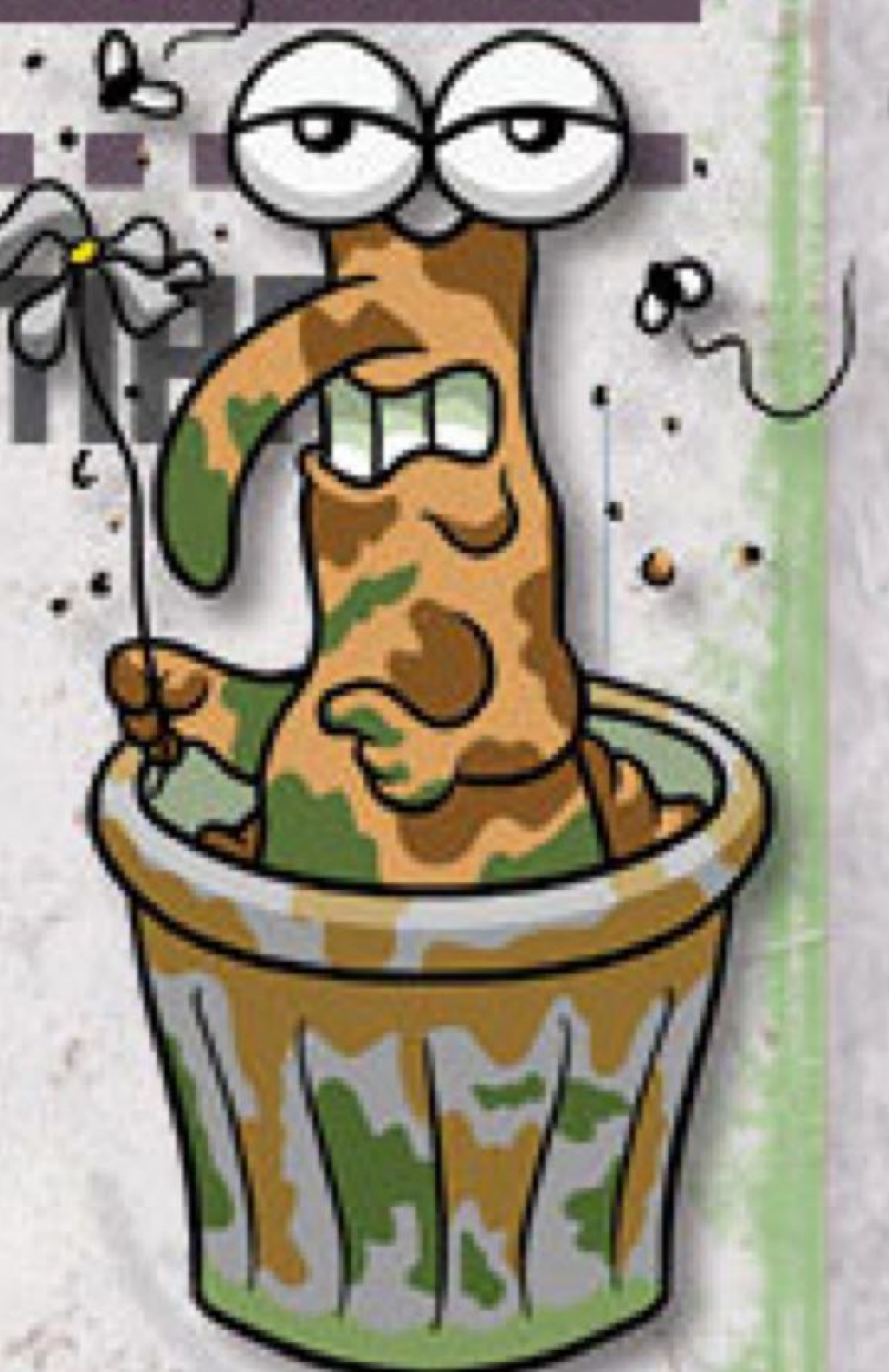


This robo-roach is packing metallic mandibles! Beat on his exoskeleton or zap him with PK Thunder before he can hit you with a combo attack.

SECRET HERB (15%)

HP: 475 | OFF:125 DEF:121 | EXP:2256 DP:340

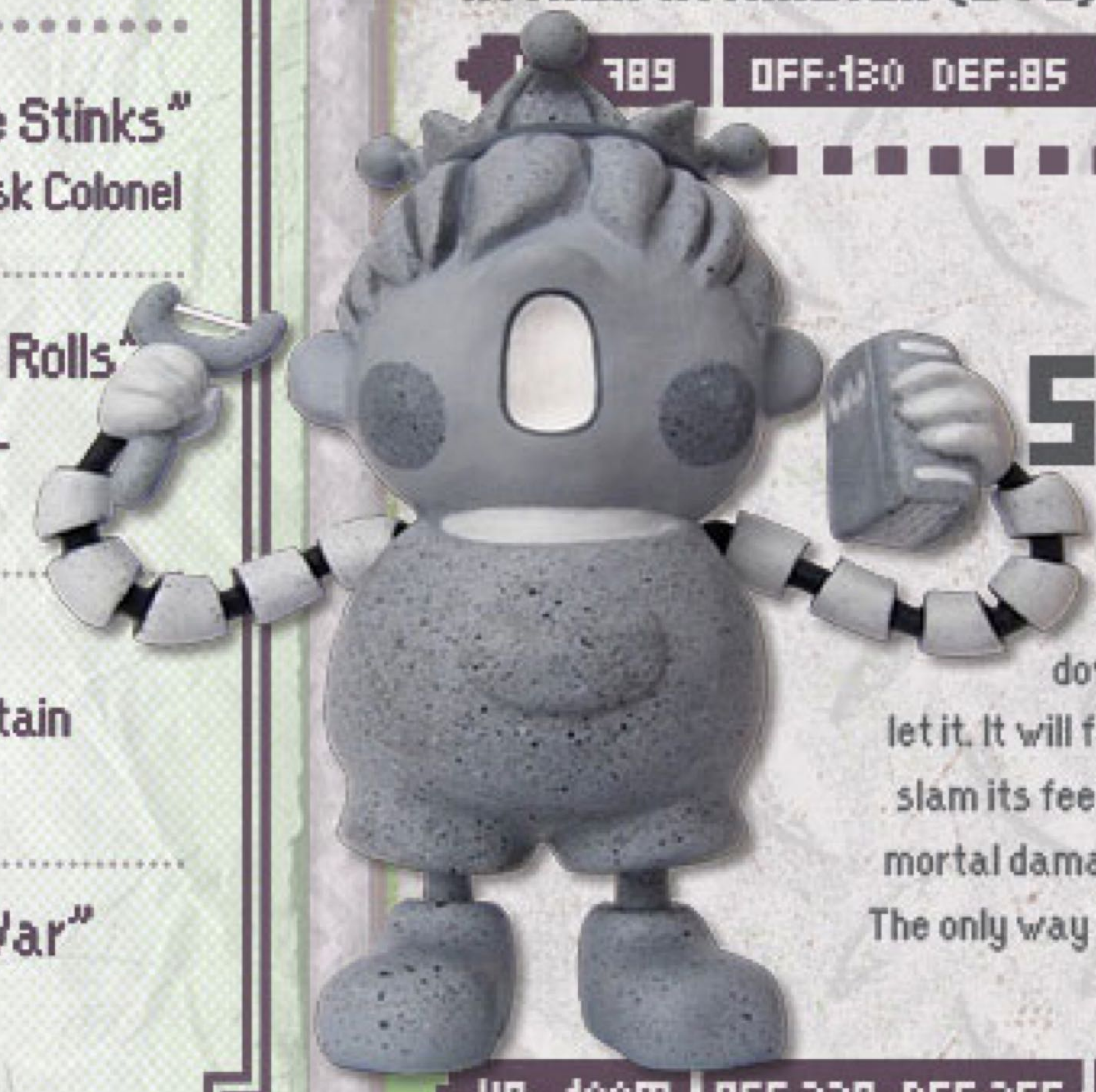
PUTRID MOLDYM



These malodorous mischief-makers hide in trash cans, waiting for unsuspecting adventurers in search of hamburgers. Their poisonous spores can leave a bad taste in your mouth.

ATTACK ATTRACTOR (5%)

789 | OFF:130 DEF:85 | EXP:3226 DP:154



KING STATUE

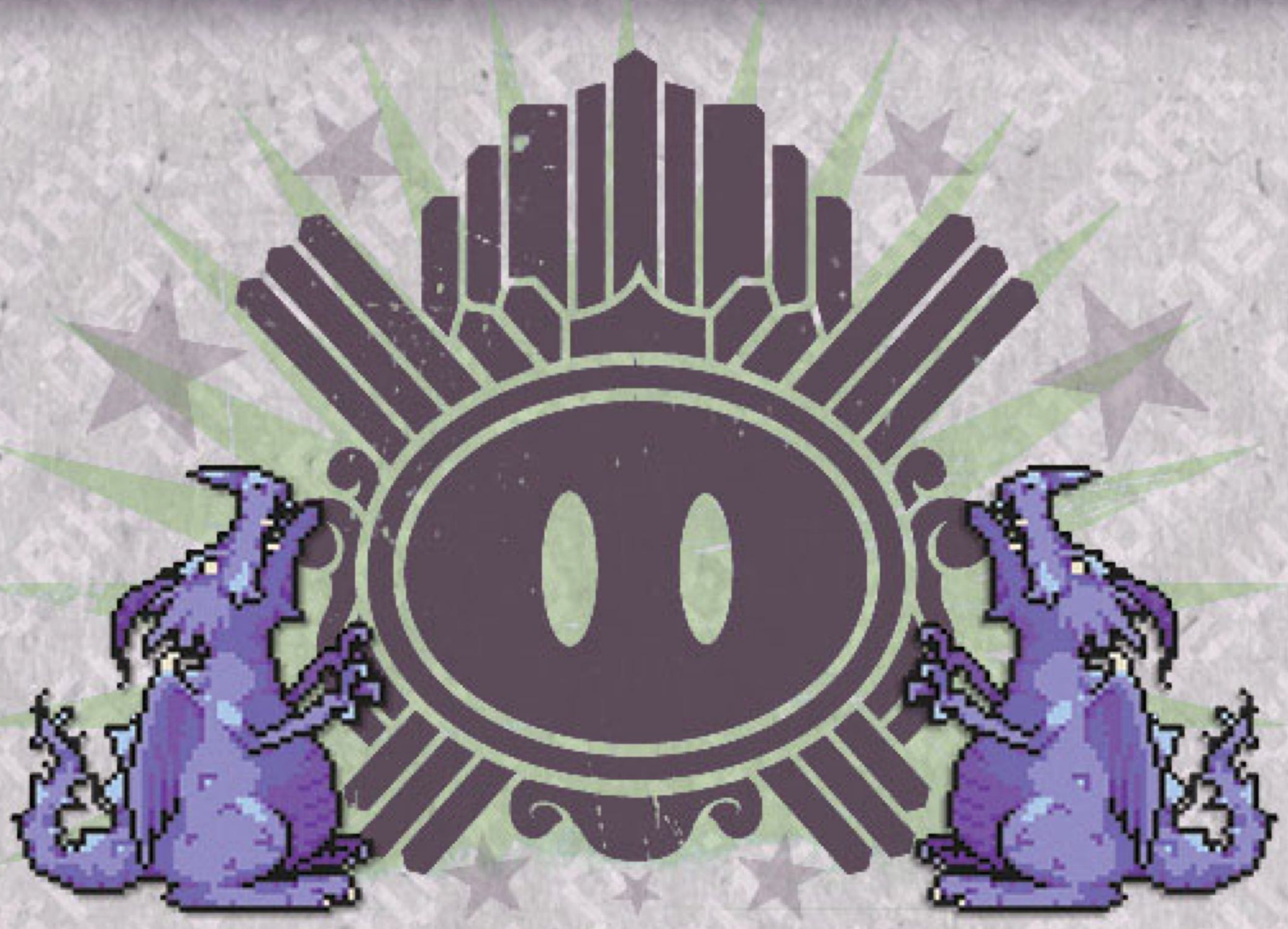
The "divine protector" of the city can take you down in a single turn if you let it. It will flail its arms around and slam its feet into the ground to deal mortal damage to your entire party. The only way to last more than a few rounds is to Guard!

HP: 100M | OFF:228 DEF:255 | EXP:17586 DP:2400

CHAPTER NO 8

PART TWO

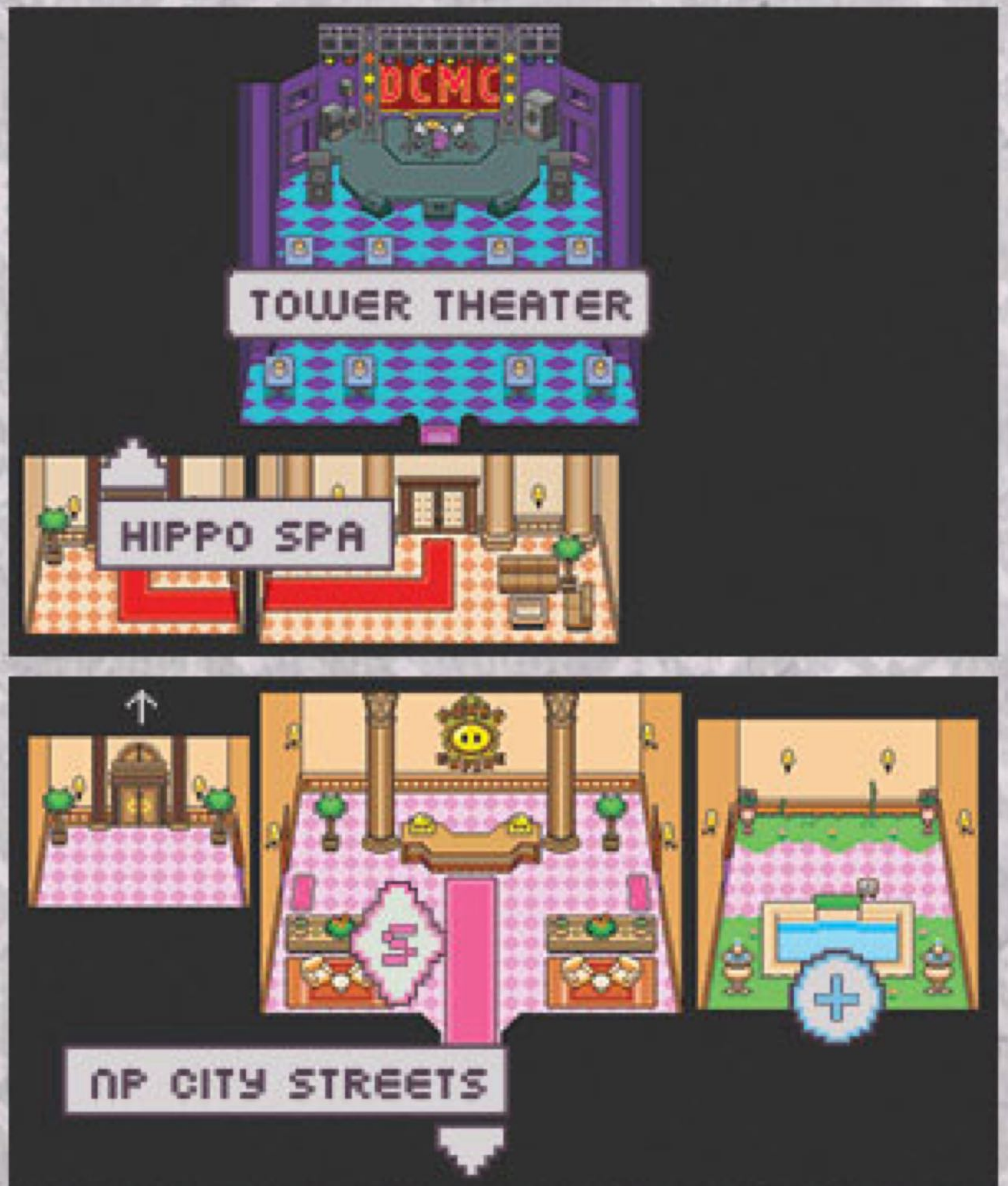
SCALING THE SCRAPER



LEGEND OF THE DOORKNOB

The chances of a Doorknob being hired to a mining outfit were slim enough, even with his outstanding enforcement credentials, but he somehow landed the job. He was happy there, working amongst the massive clay beasts, but deep in his brass heart he knew his luck wouldn't hold. Sure enough, within a few months the suits showed up with pink slips. The jobs were moving to a massive metropolis, and the Pork Army troopers had seniority. Rolling back to his post to gather his personal effects, he happened across an argument. "What do you mean, passed over? Who worked overtime while the other Captains partied at that club?!" The peace-loving doorknob was about to step in when the irate Pigmask, furiously flailing his stubby arms, accidentally sent him flying. "Forget it, I've got an elevator security gig waiting for me..." Those were the last words Doorknob heard as he began his long descent into the depths of a seemingly endless mineshaft.

LOBBY & THEATER



GOING UP

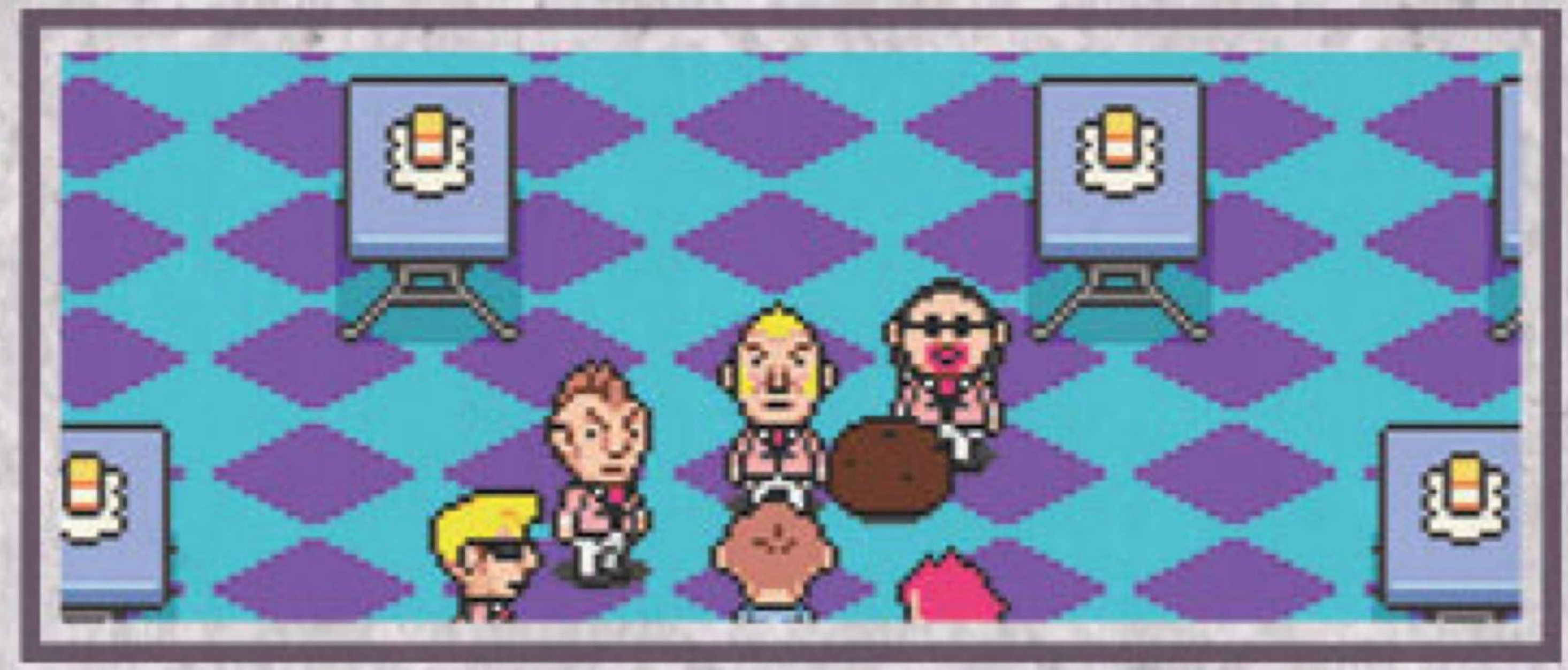
The elevators in the Empire Porky Building are finally fixed, so you can begin your ascent to the vaunted 100th floor as soon as you're ready. Don't be surprised if Duster gets recognized en route, though...

CRICKET SHOP

Grilled Chicken	300 DP
Secret Herb	600 DP
Cup of Lifenoodles	1780 DP
Offense Spray	1000 DP
Defense Spray	1000 DP

PRODIGAL PLAYER

OJ and the rest of the band heard that Lucky was coming, so they brought a special surprise with them to help sway him back onto the stage. The band members, smart enough to see through Porky's devious plan, are ready to make their final show one for the ages.

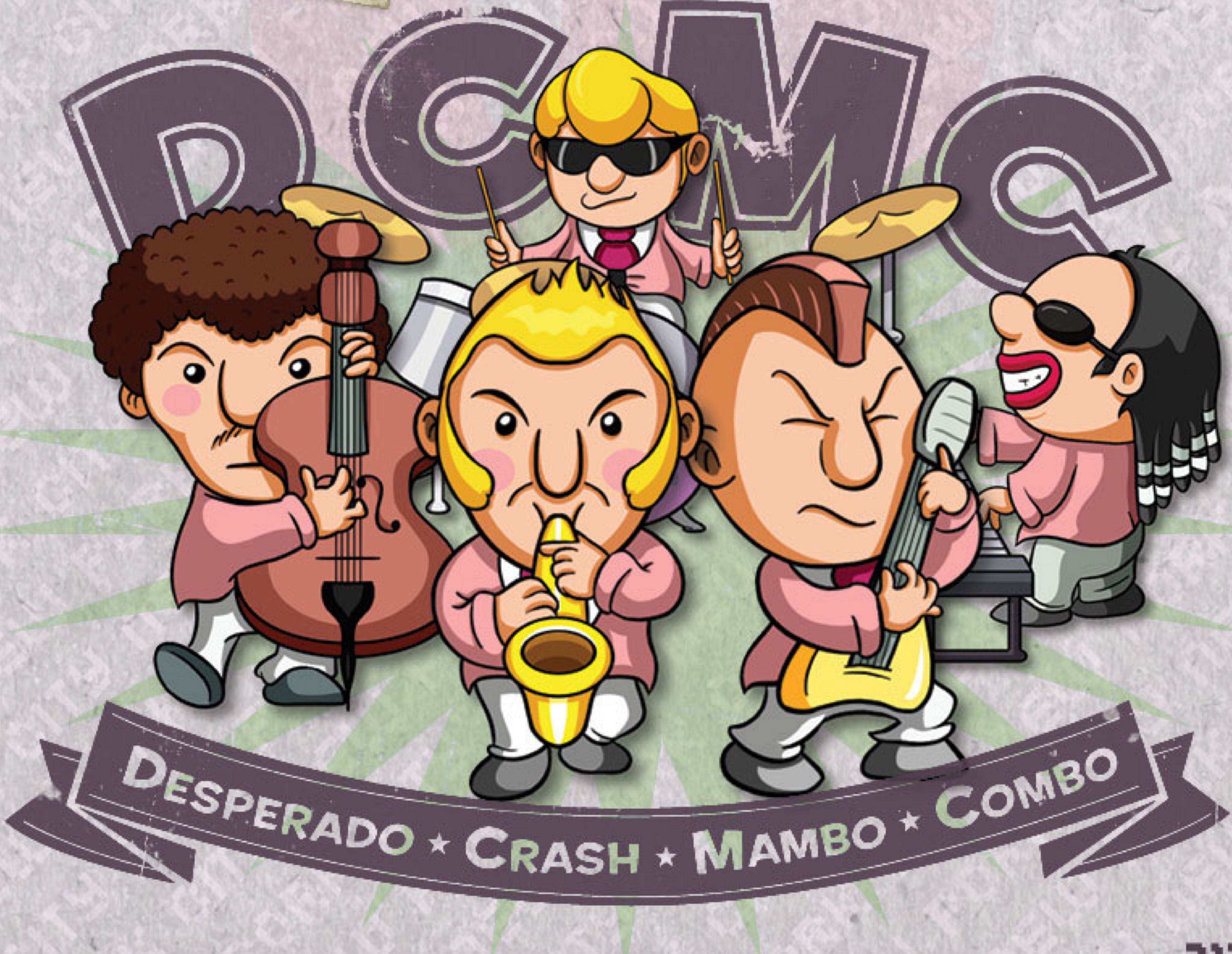


DcMc

reunion tour!

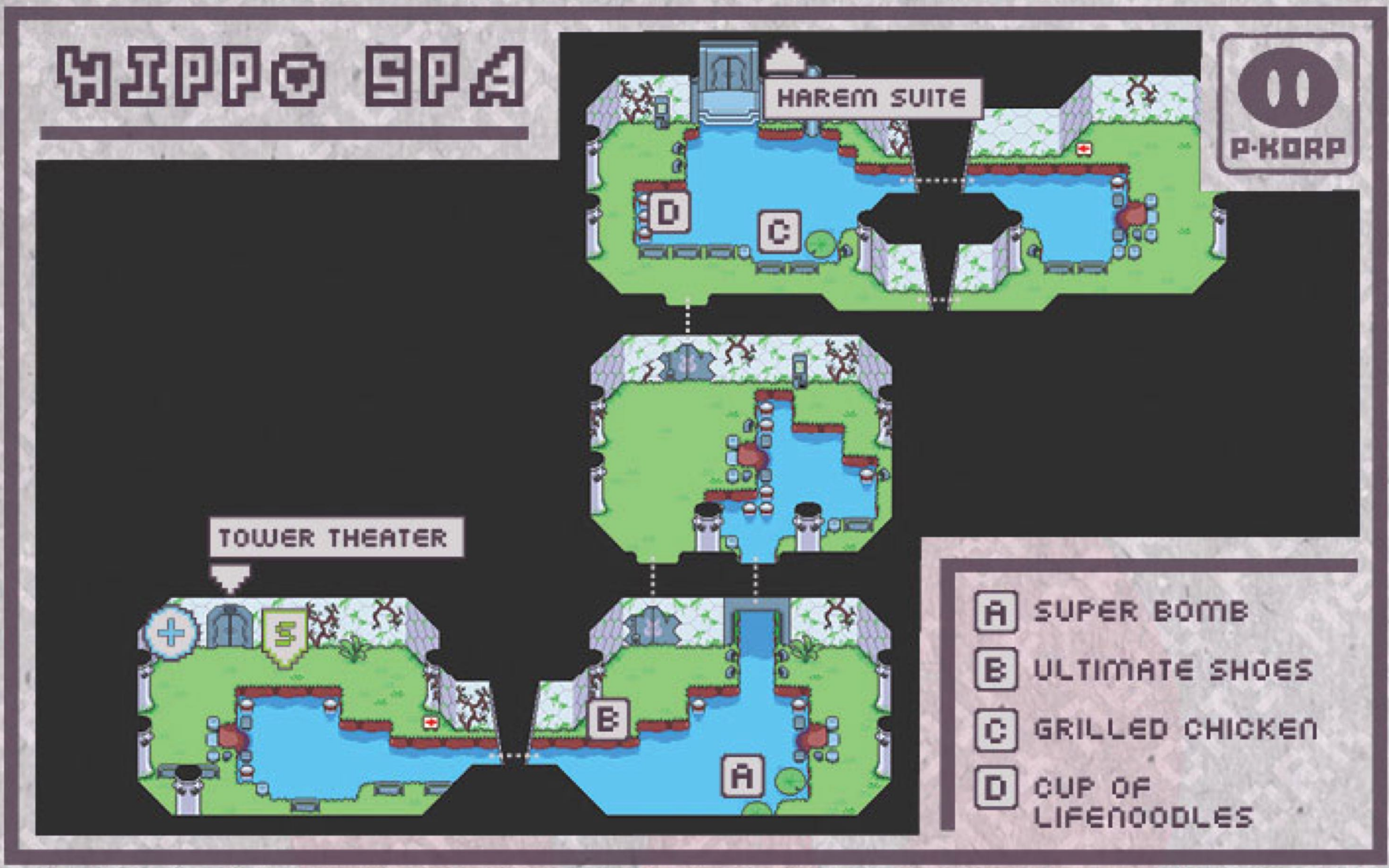
ARE YOU FEELING LUCKY?

Slightly Indecent and Giggle-tastic in New Pork
Empire Porky Building, 24th Floor
Admission via Elevator Only



BUZZKILL

As unexpectedly as it started, the concert ends. It seems the king pulled the plug. He wants you on the 100th floor, so don't keep him waiting. If you need to head back to the first floor for anything, the elevator will get you there. It might not be a bad idea to stock up before tackling the ominous 100th floor!


HIPPO SPA
HAREM SUITE
P-KORP
TOWER THEATER
A SUPER BOMB
B ULTIMATE SHOES
C GRILLED CHICKEN
D CUP OF LIFENOODLES

HIPSTER VIBE

The hippos won't attack you unless you confront them first, so don't be scared to get in the water. Even if you get in a fight, there's an Instant Revitalizing Device to keep you in shape. Once you hop out of the pool, one of the more insecure researchers will consider you a threat.

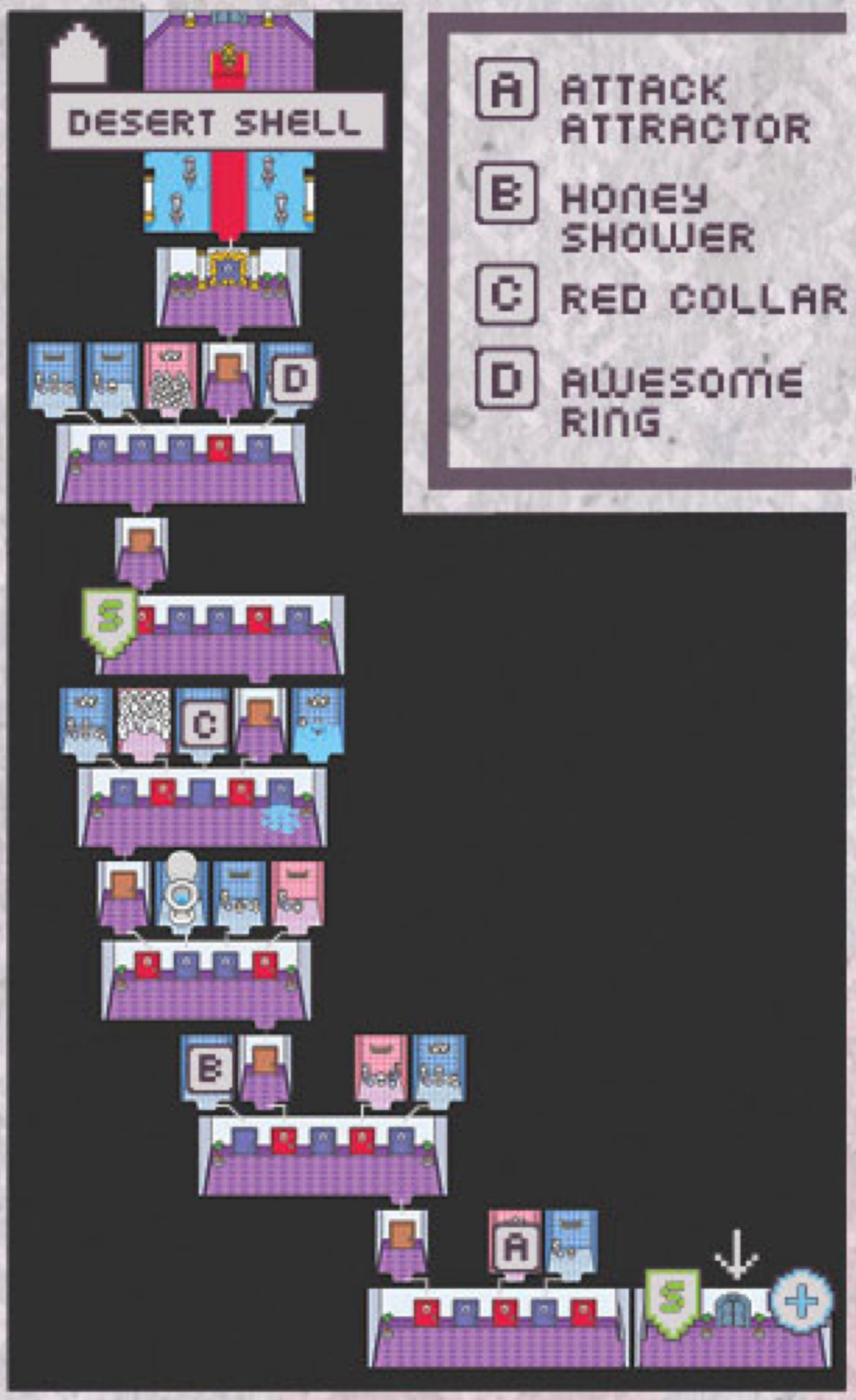
HAREM UPSTAIRS

The 'real' 100th floor seems to be occupied by King Porky's fans. You've got work to do, so don't be taken in by the lush surroundings, calorie-rich foods, or free oxygen.

FLUSHING MEADOWS

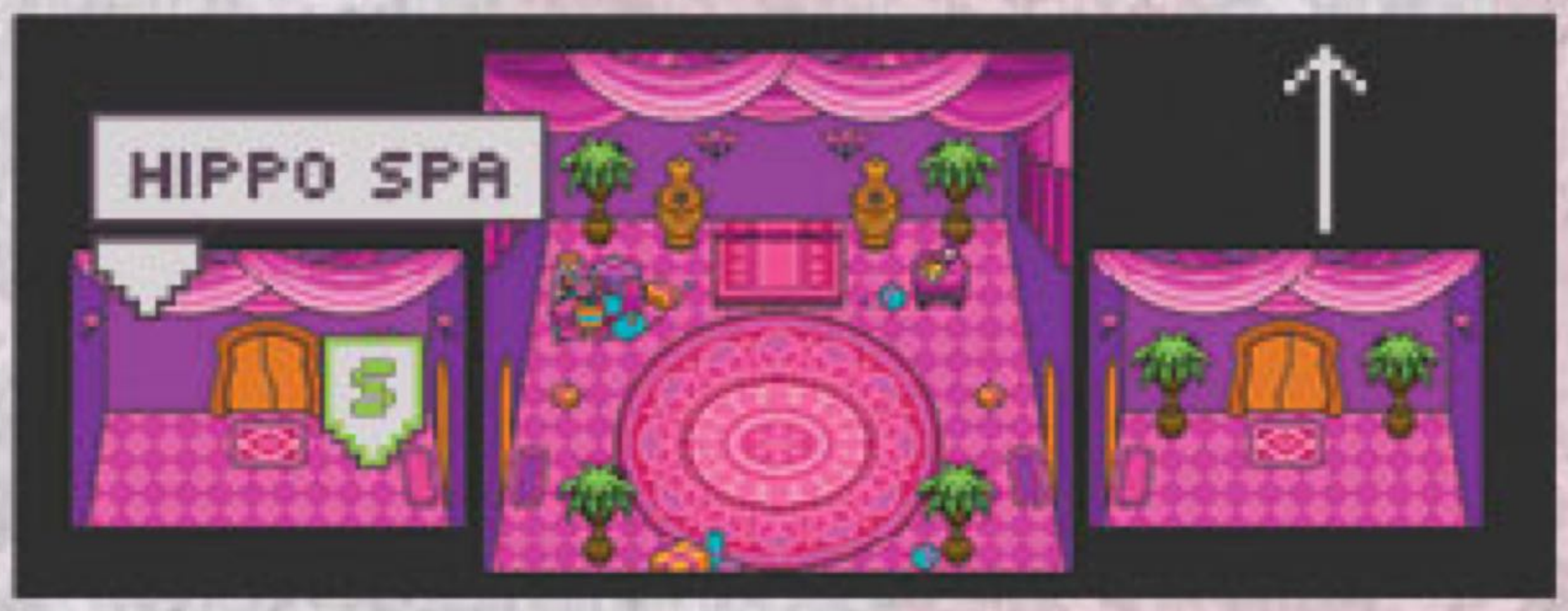
Thinking back, many of the houses in Tazmily were sorely lacking in bathrooms. It's no wonder: King Porky was hoarding them for the 100th floor! Take care as you explore, there are plenty of surprises in store–some more pleasant than others.

BATHROOMS



- A ATTACK ATTRACTOR
- B HONEY SHOWER
- C RED COLLAR
- D AWESOME RING

HAREM SUITE



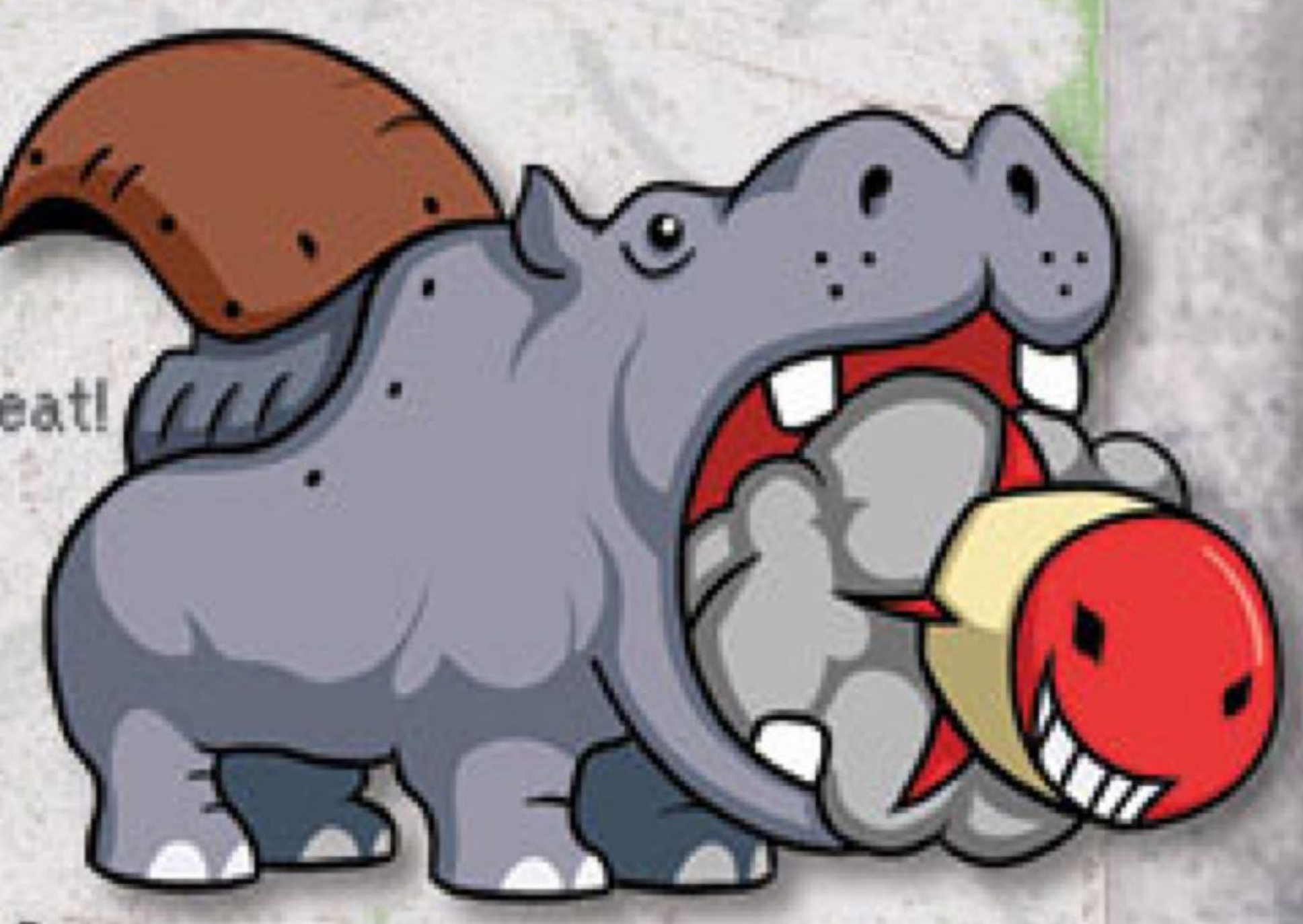
I KNOW WHY THE CAGED

CHIMERA SINGS

One of the bathrooms contains a very upset occupant. After two eerily familiar-sounding knocks, you'll be able to enter, but be ready to retreat! Once you've left the hall, you'll hear the Chimera bust out. If you return and dash through the Chimera-shaped hole you can snatch the coveted Awesome Ring, but don't get bitten or it's game over!

ENEMIES

HIPPO LAUNCHER



This isn't your average household hippopotamus. One blast from its mouth-missile and you're mincemeat! The ones in the water are more dangerous, so fight the ones on land if you're scared of sinking.

THUD CHARM (3%)

HP: 1623 | OFF:182 DEF:108 | EXP:4566 DP:254

HP: 998 | OFF:182 DEF:108 | EXP:4566 DP:238

PIGMASK MAJOR

This oversized opponent isn't happy about the interruption. Take him out and then take yourself out of there before you realize what just happened.

HOT DOG SUSHI (10%)

HP: 721 | OFF:147 DEF:75 | EXP:2788 DP:300

MEN'S ROOM SIGN

You won't see it coming when this iconic irritation blows you to kingdom come with PK Starstorm. It's got tons of HP, so if you're not good with combos, setting up a PSI Shield might be a good idea.

MAGIC PUDDING (10%)

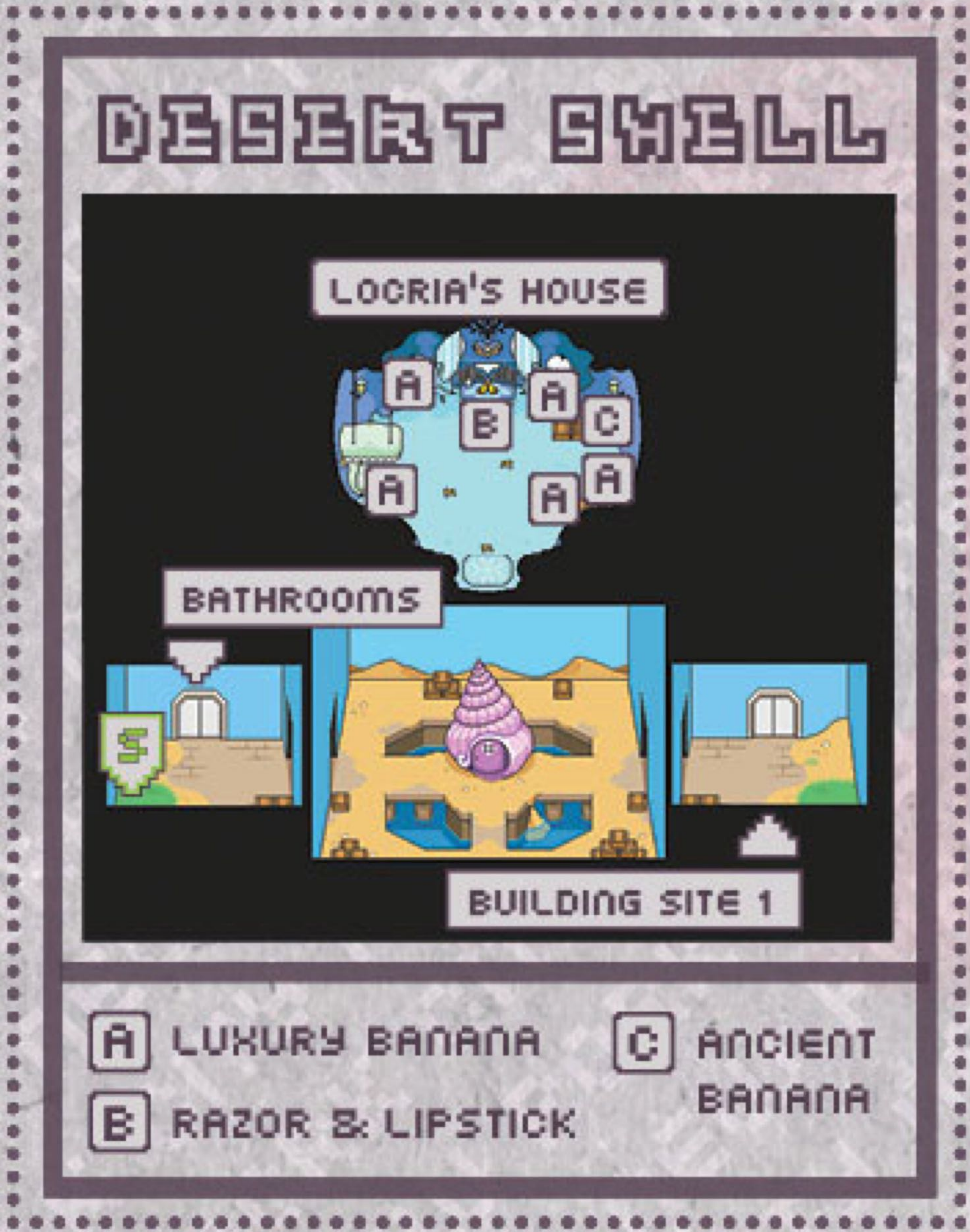
HP: 1222 | OFF:99 DEF:82 | EXP:3014 DP:200

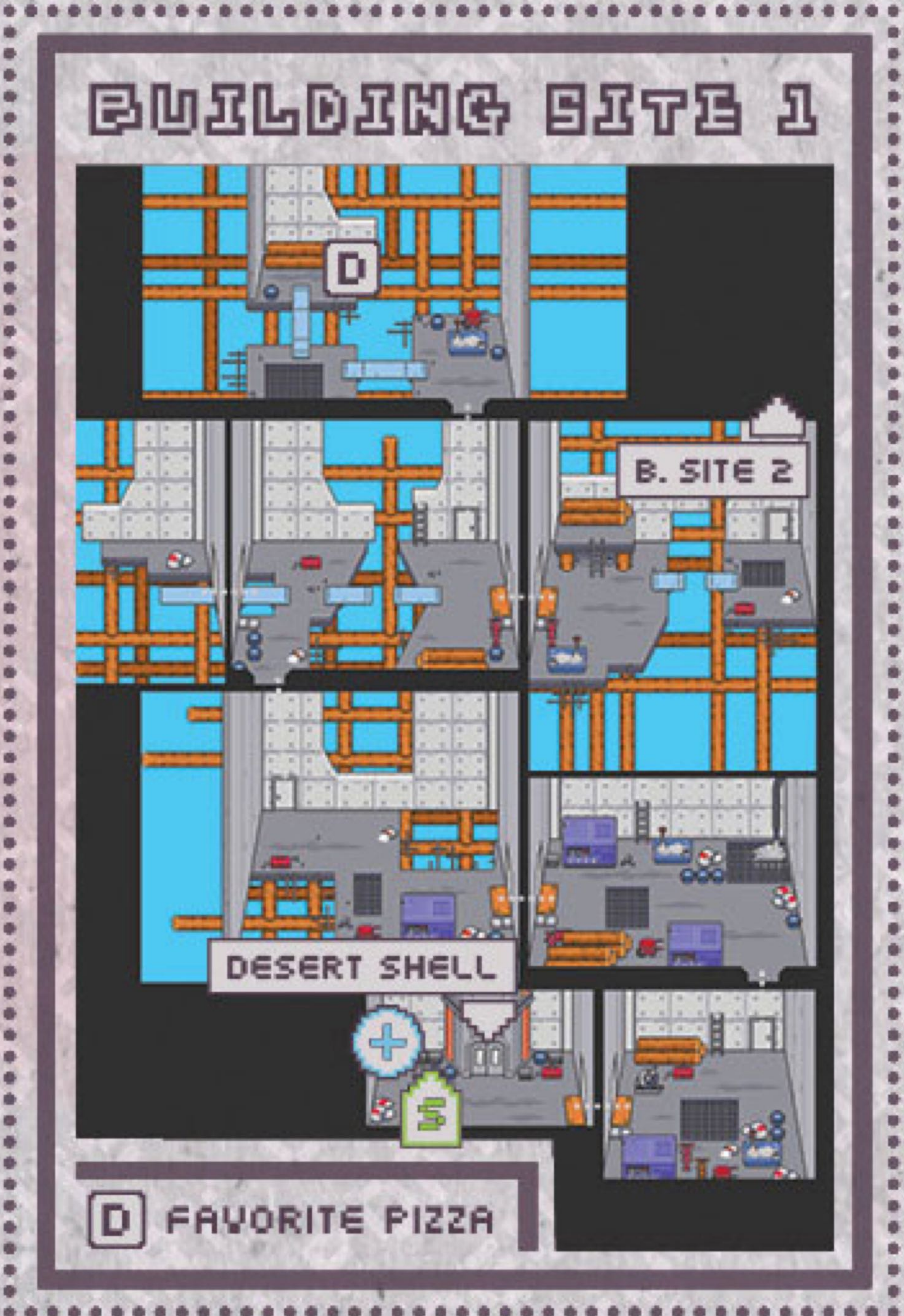
I CRIED

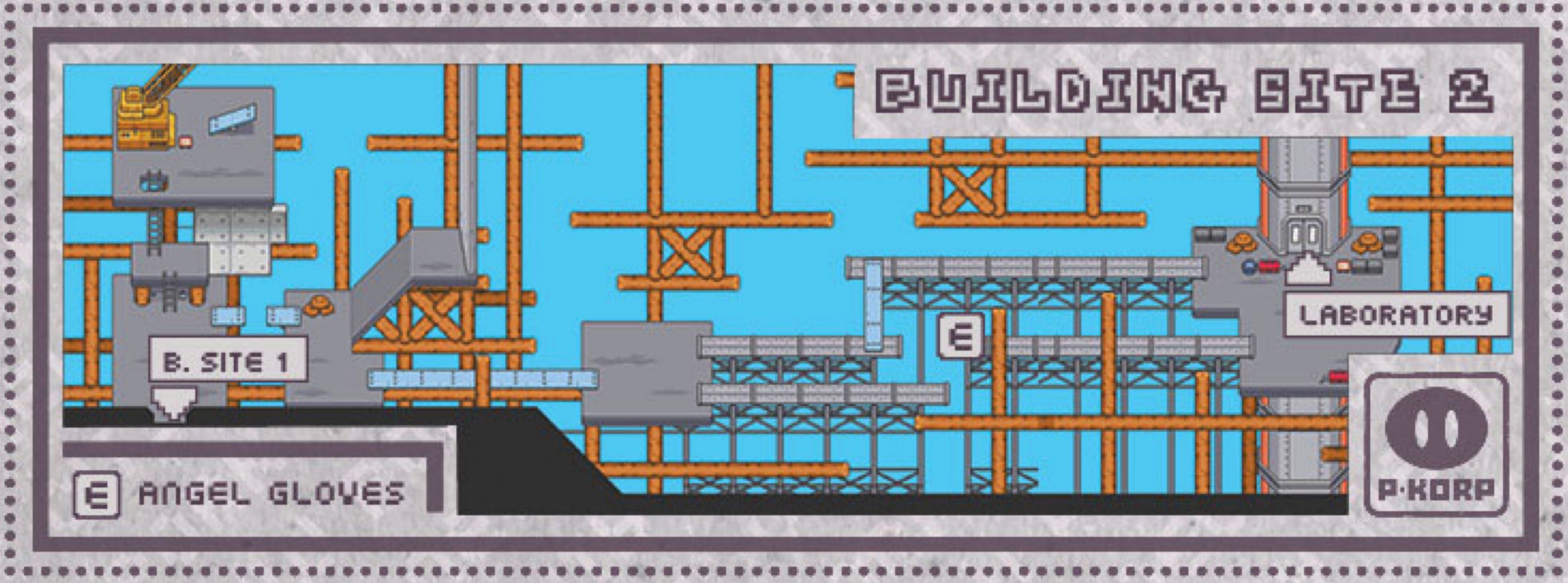
You'll eventually stumble upon the throne, but the king is nowhere to be seen. Most of him, at least. Porky comes back on the horn to taunt you once again: did you really think this was the 100th floor? This is the Empire Porky Building, not some trifling tower.

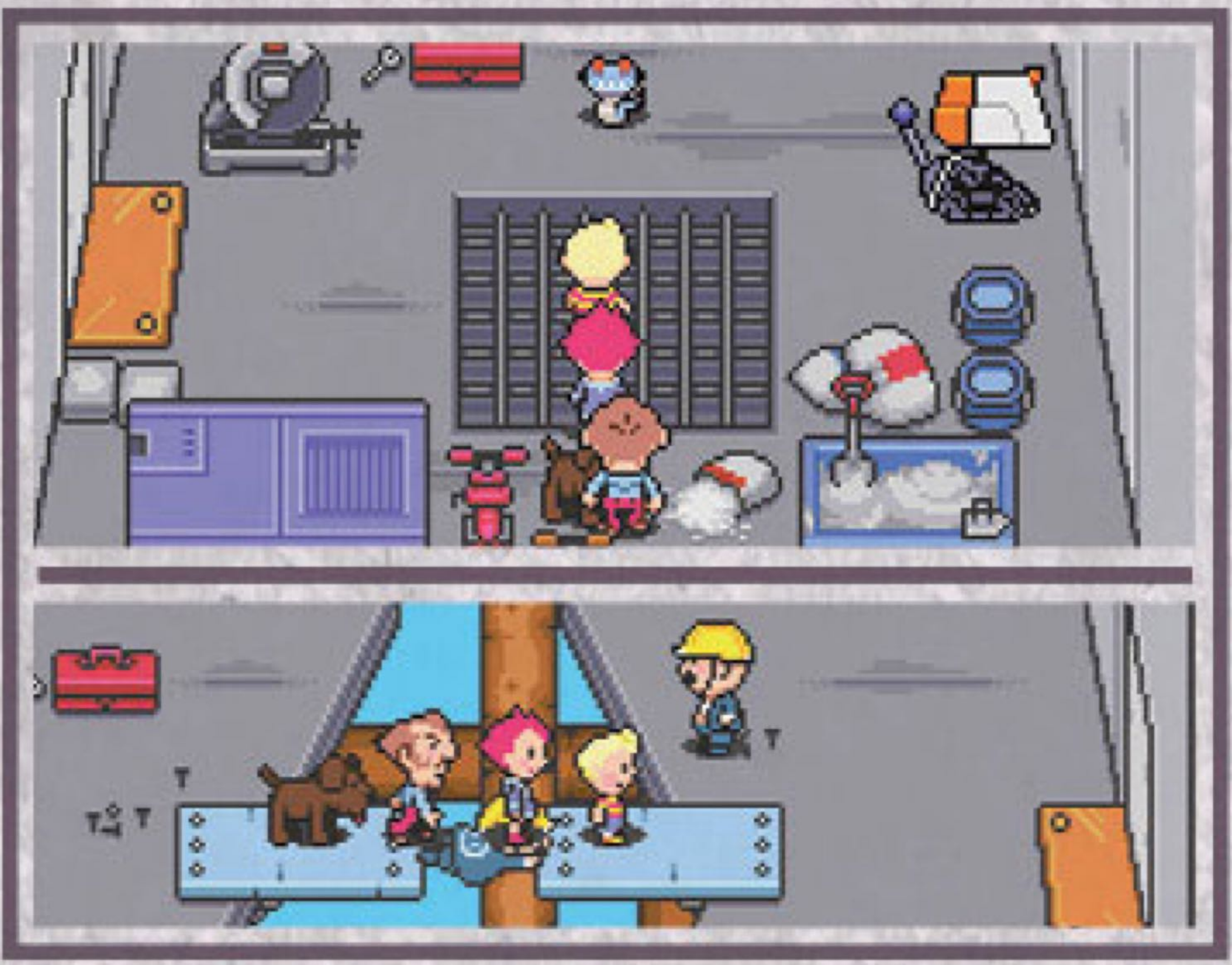
LOCRIA, THE MYSTERY MAGYPSY

The sounds and smells on the 100th floor should serve to confirm any suspicions you might have had about the missing Magypsy. Locria has not only left bananas (and peels) all over the place, but he left his memento as well. Drop any old equipment you're carrying and stock up on presents. Be sure to comfort that poor mouse on your way to the 100th floor.


DESERT SHELL
LOCRIA'S HOUSE
A
B
A
C
A
A
A
BATHROOMS
S
BUILDING SITE 1
A LUXURY BANANA
B RAZOR & LIPSTICK
C ANCIENT BANANA

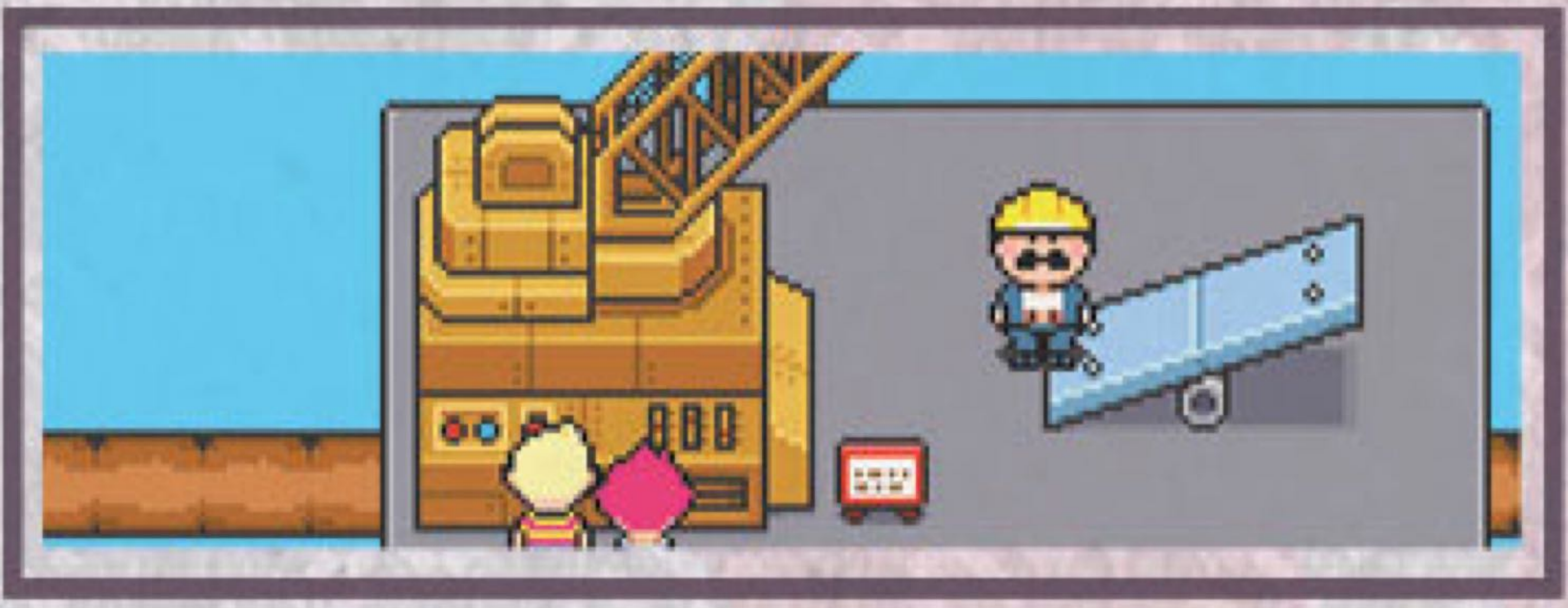

BUILDING SITE 1
D
B. SITE 2
DESERT SHELL
S
D FAVORITE PIZZA


BUILDING SITE 2
B. SITE 1
E
LABORATORY
E ANGEL GLOVES
P·KORP



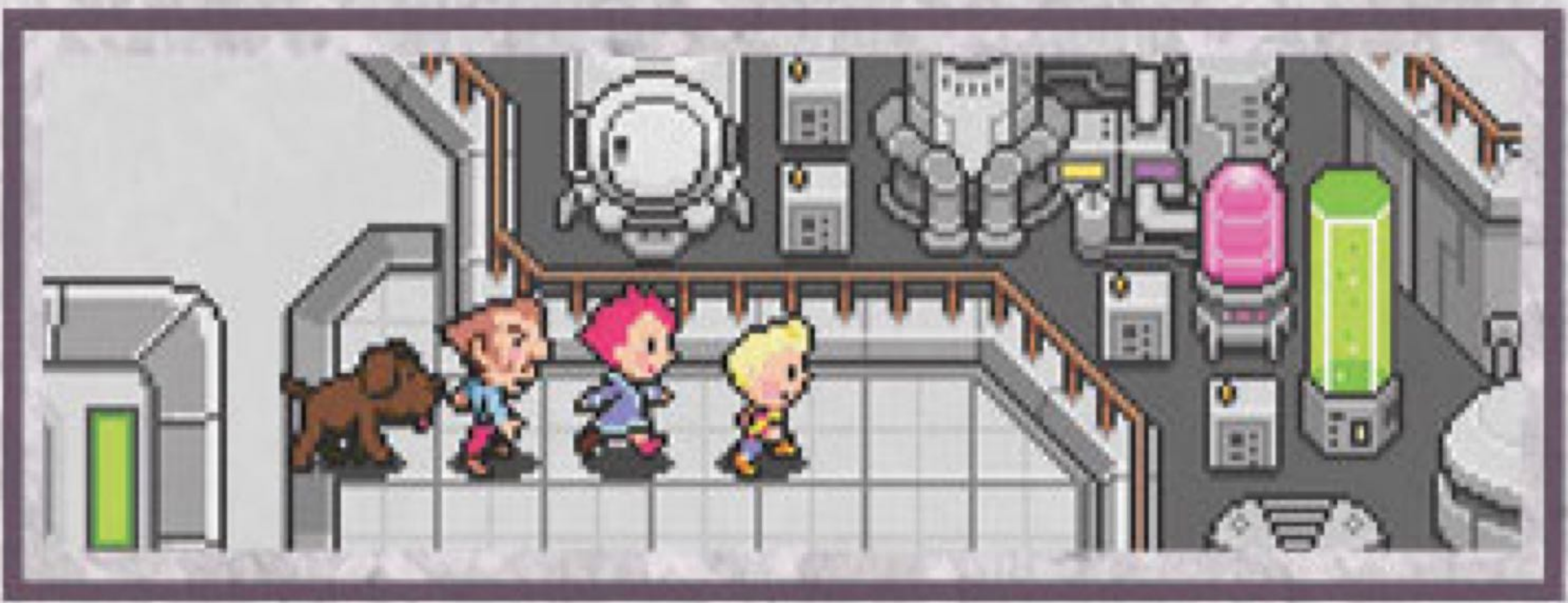
RECONSTRUCTION SITE

Huh? This floor doesn't quite seem to be finished. Perhaps you're having difficulty reaching the top because they haven't even built the 100th floor yet? There are construction workers in your way and treacherous gaps in the unfinished floor, but you can solve both problems at once with a swift tackle!



CRANE GAME

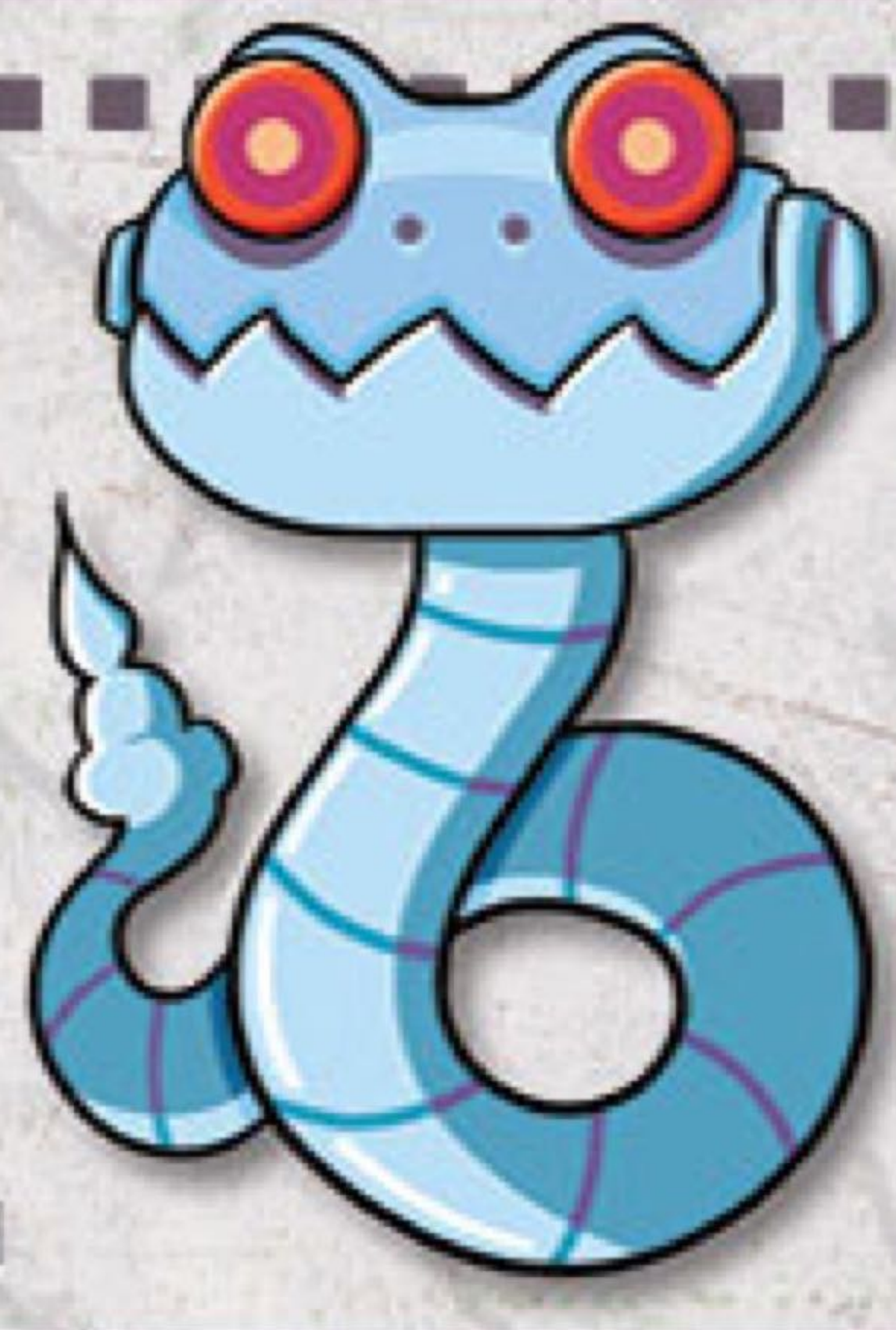
Building a giant swimming bath on the 100th floor of a skyscraper out of concrete and lumber is a labor-intensive process. Surely the construction workers would appreciate a hand–perhaps you could operate the crane?



AL CABO DE LABO

Finally, the 100th floor! This futuristic laboratory is even more advanced than the Chimera lab, and twice as dangerous too. If you're willing to take a beating, you'll be able to pick up some great items on this floor. Make good use of that Instant Revitalizing Device!

ENEMIES

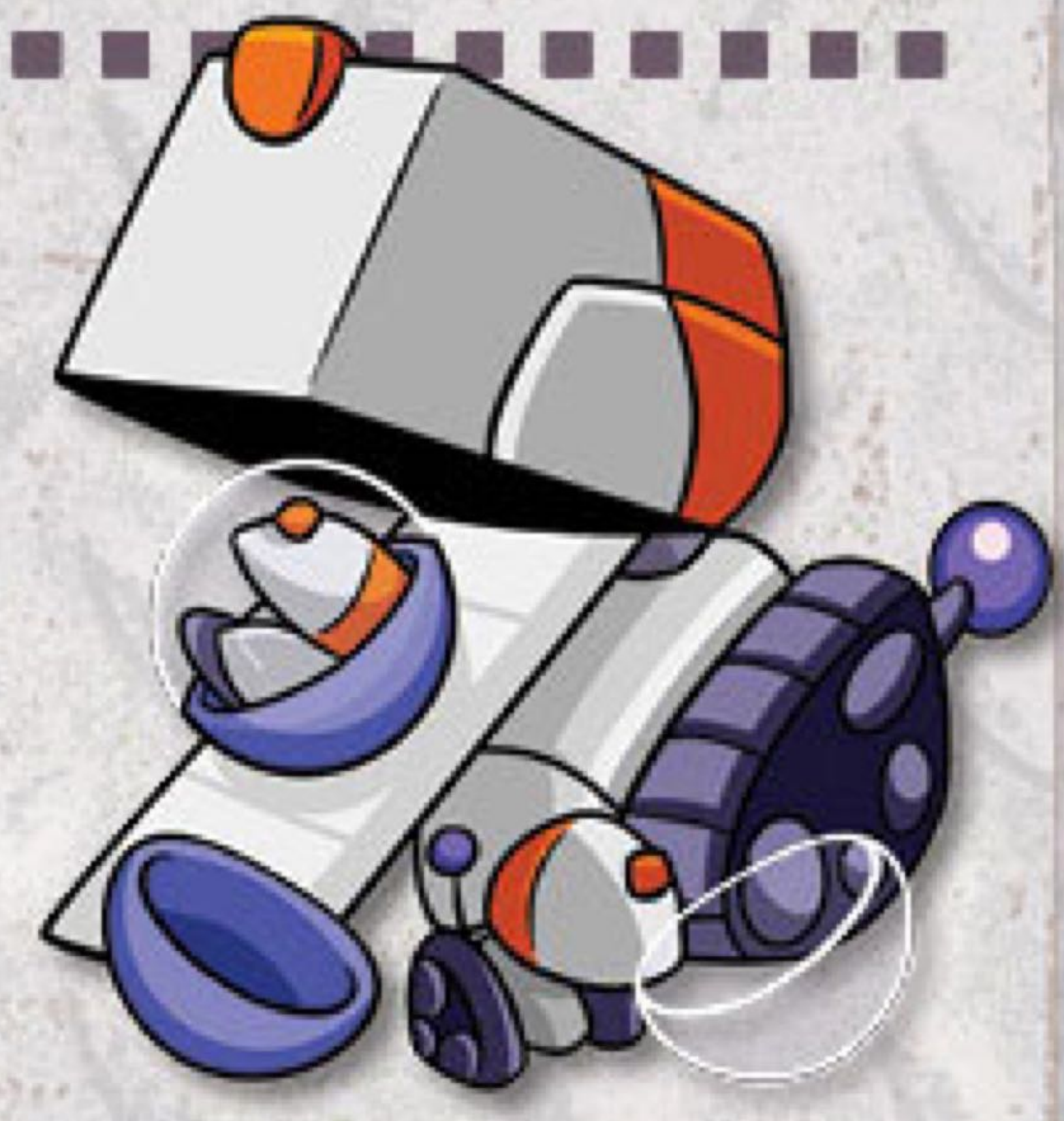


BOA TRANSISTOR

This annoyingly observant snake will try to trip you up, but its predictable weakness to lightning makes it pretty easy to shake.

SALTWATER GUN (10%)

HP: 678 | OFF:131 DEF:87 | EXP:2623 DP:182

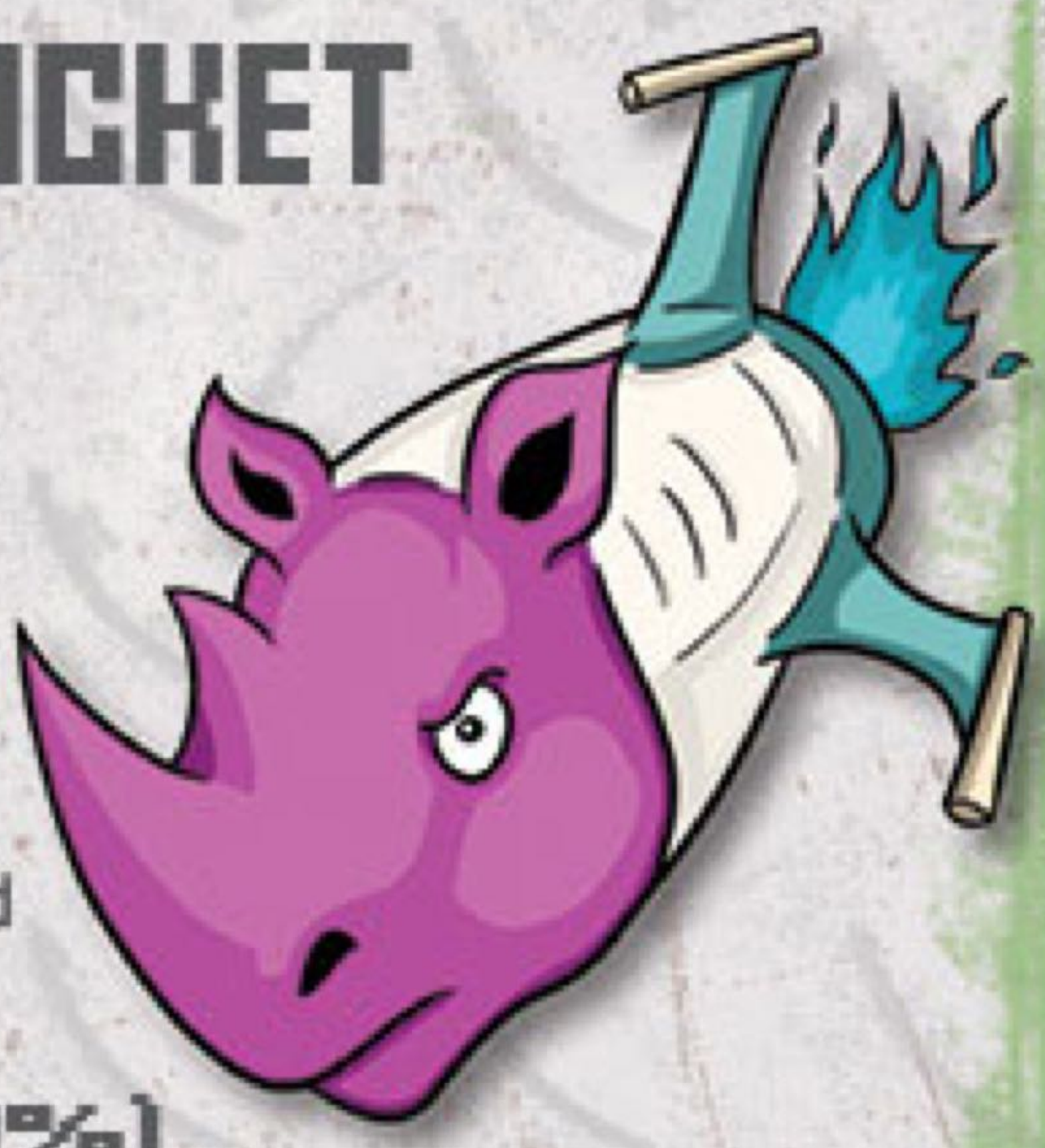


K9000

This recursive pooch may irritate your metallurgies. Give it an obedience lesson before it blinds you with its dazzling light.

NEW YEAR'S EVE BOMB (5%)

HP: 1086 | OFF:138 DEF:126 | EXP:3529 DP:230

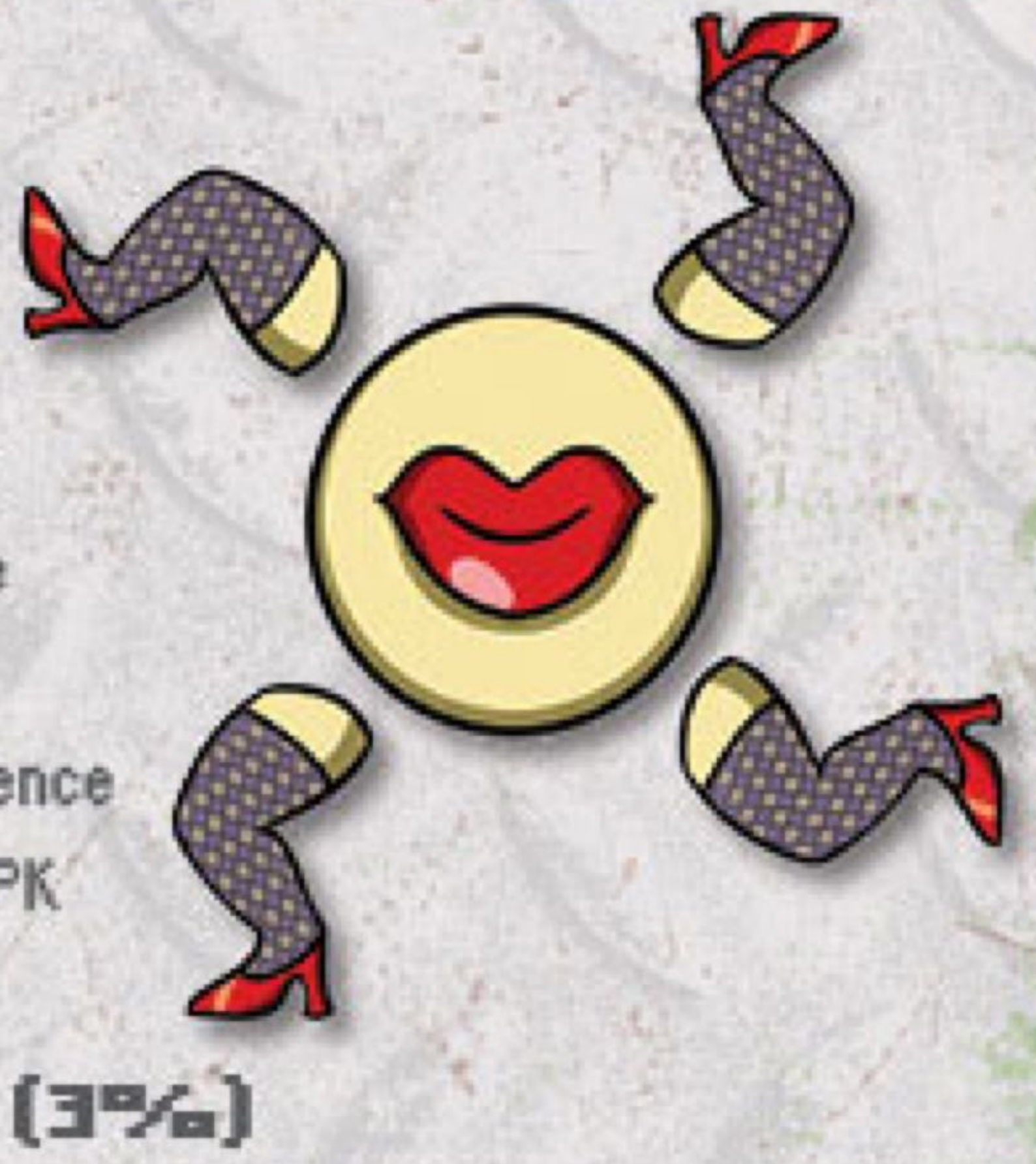


RHINOCEROCKET MARK II

The Rhinocerocket's moves haven't really changed, but it's still as dangerous as ever. A shot of PK Freeze should go a long way toward decommissioning it.

PENCIL ROCKET (10%)

HP: 832 | OFF:159 DEF:89 | EXP:3628 DP:178



LOVE WALKER

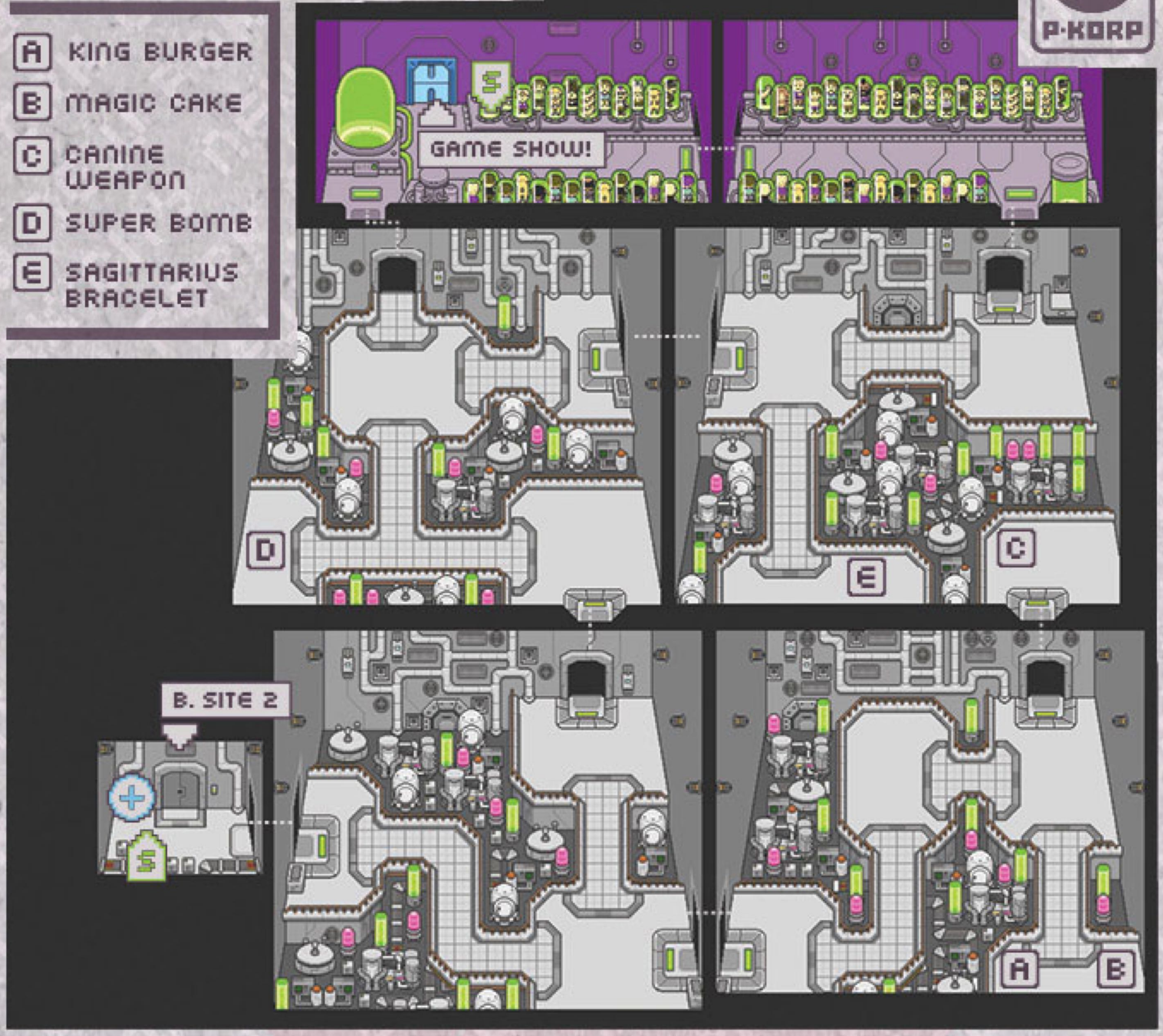
Don't get burned by these flaming lips. Its kisses are twice as disgusting as grandma's, but the difference is that you're free to use PK Fire on this thing.

GODDESS RIBBON (3%)

HP: 847 | OFF:132 DEF:77 | EXP:3316 DP:121

LABORATORY

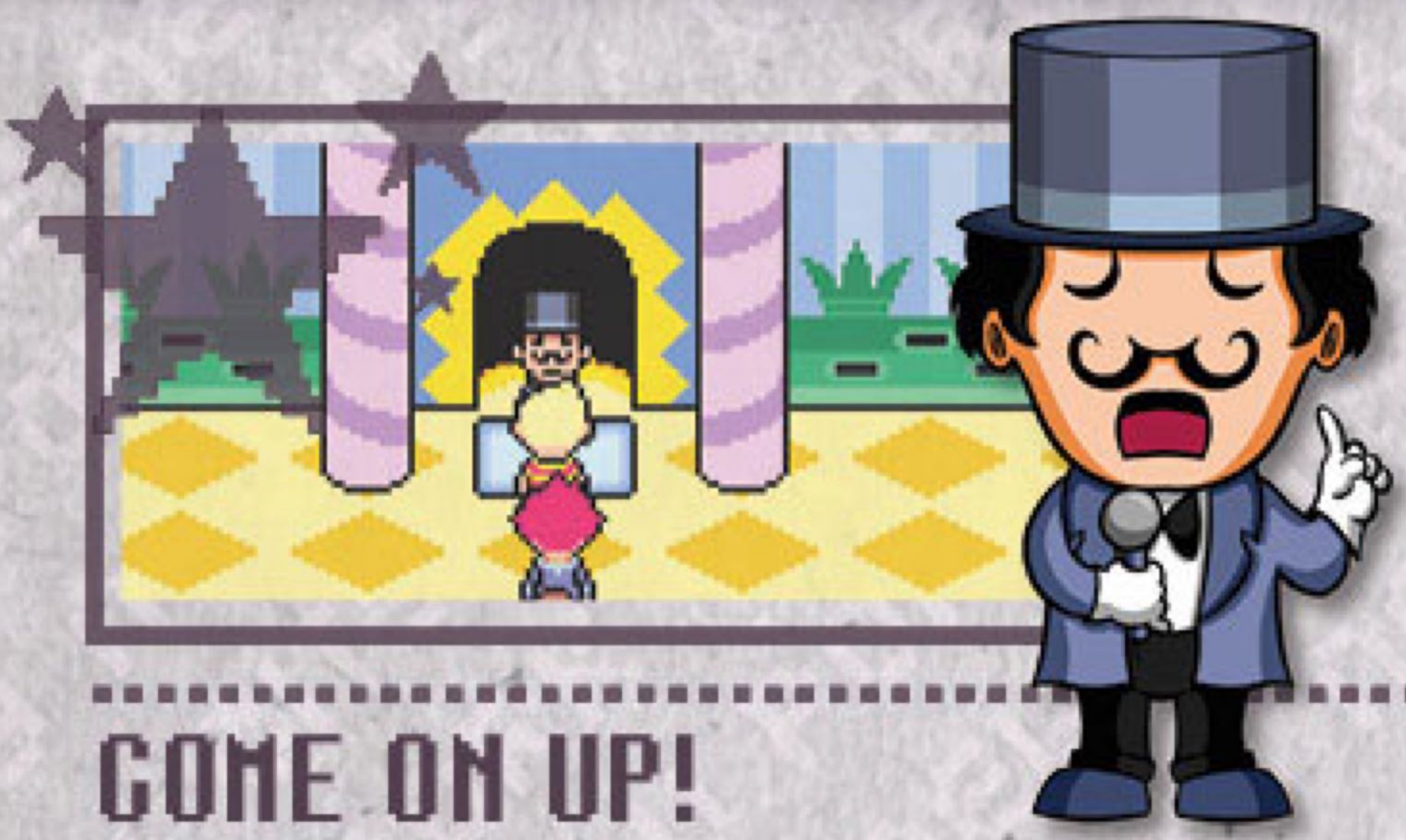
- A KING BURGER
- B MAGIC CAKE
- C CANINE WEAPON
- D SUPER BOMB
- E SAGITTARIUS BRACELET



NICE PERSON BATH

1 Place trinkets and reminders of loved ones in Happiness Receptacle
2 Step into the Nice Person Bath and take a deep breath
3 Fill bath with P–KORP brand Oxygenated NPB Amicide
4 Soak until your cheeks are an attractive shade of red
5 To combat boredom during soaking, think of ways to serve Master Porky
6 Once fully blushed, exit the Nice Person Bath and pledge your fealty

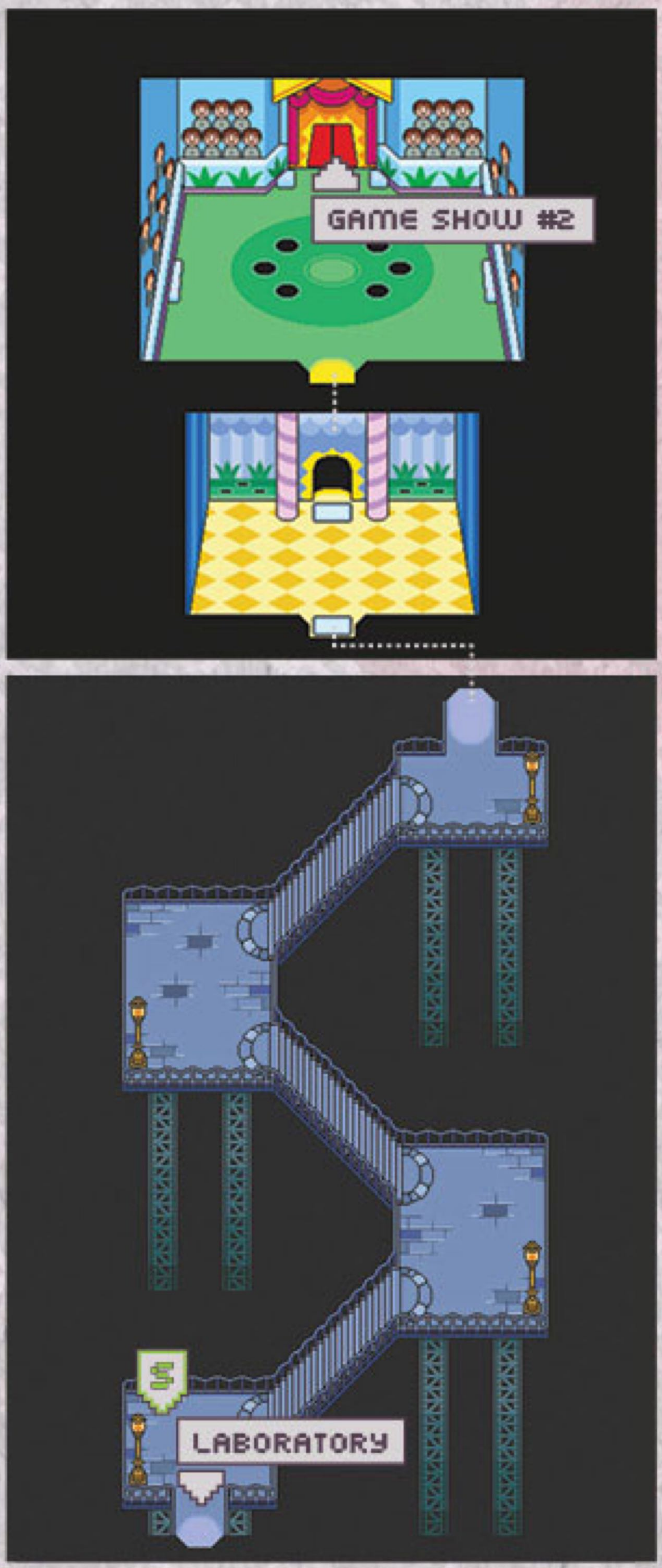
SIDE EFFECTS MAY INCLUDE INCREASED APPETITE AND DESIRE TO HUMILIATE ONE'S ENEMIES.
FALSE MEMORIES OF LIFE BEFORE PORKY ARE MERELY DELUSIONS AND SHOULD BE IGNORED.



COME ON UP!

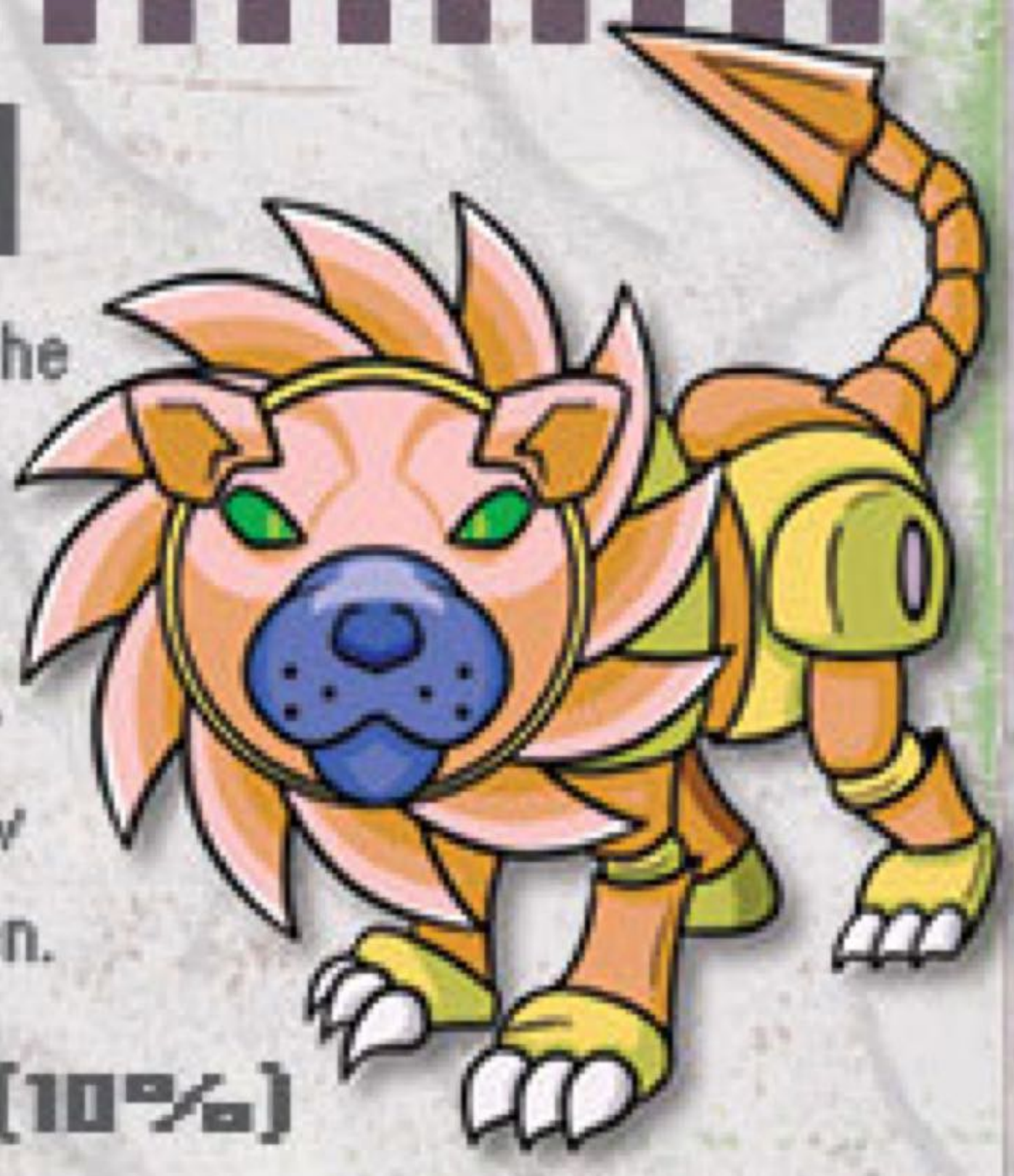
It seems that he's revisited the haberdashery, but just as he predicted, the limo driver greets you once again. His job is to ensure that you're "worthy" of meeting with Master Porky, and as such, he takes you to face the first of three fearsome tasks.

GAME SHOW!



ENEMIES

MECHA-LION

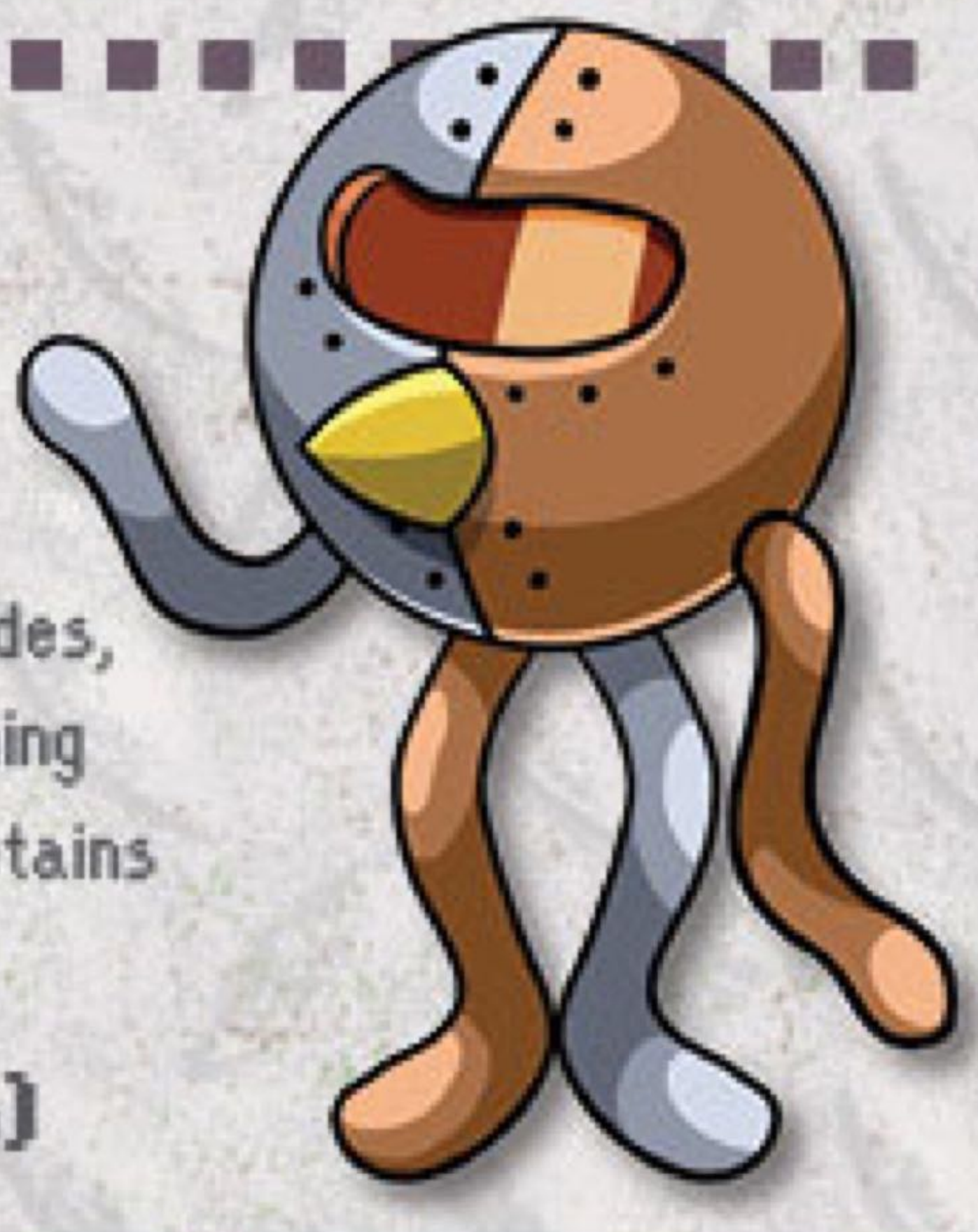


It's a more complete version of the terror from the Chimera Lab, but it seems to have escaped before they finished installing its HP module. PK Thunder and a few combos will send it back to its den.

CUP OF LIFENOODLES (10%)

HP: 989 | OFF:136 DEF:111 | EXP:4286 DP:372

RETURN OF OCTOBOT

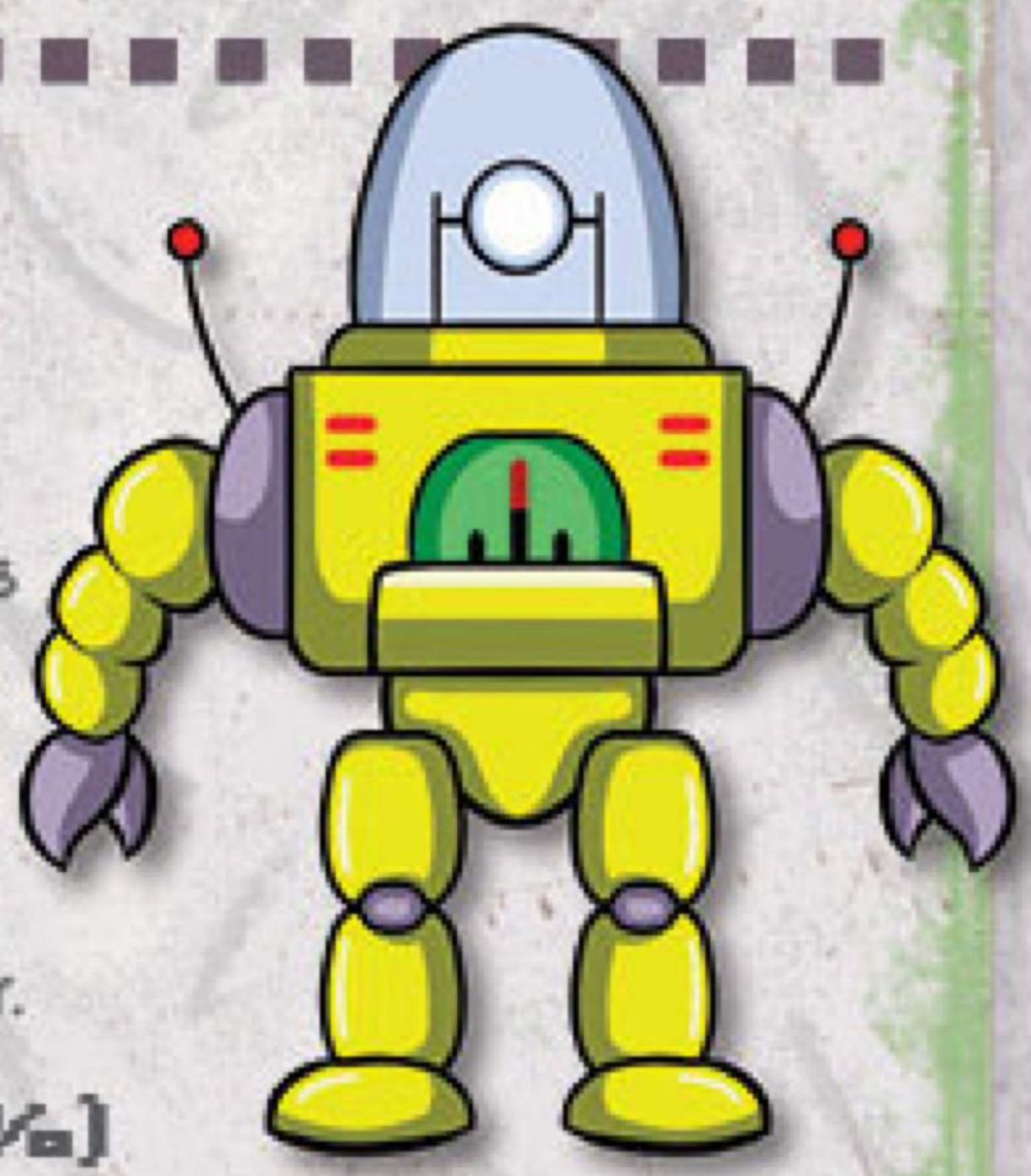


It's back! Even with its upgrades, the Octobot, a staple of discerning time-traveling tyrants, still retains its susceptibility to thunder.

RICH PARFAIT (15%)

HP: 777 | OFF:128 DEF:78 | EXP:3164 DP:432

UPGRADED ROBOT

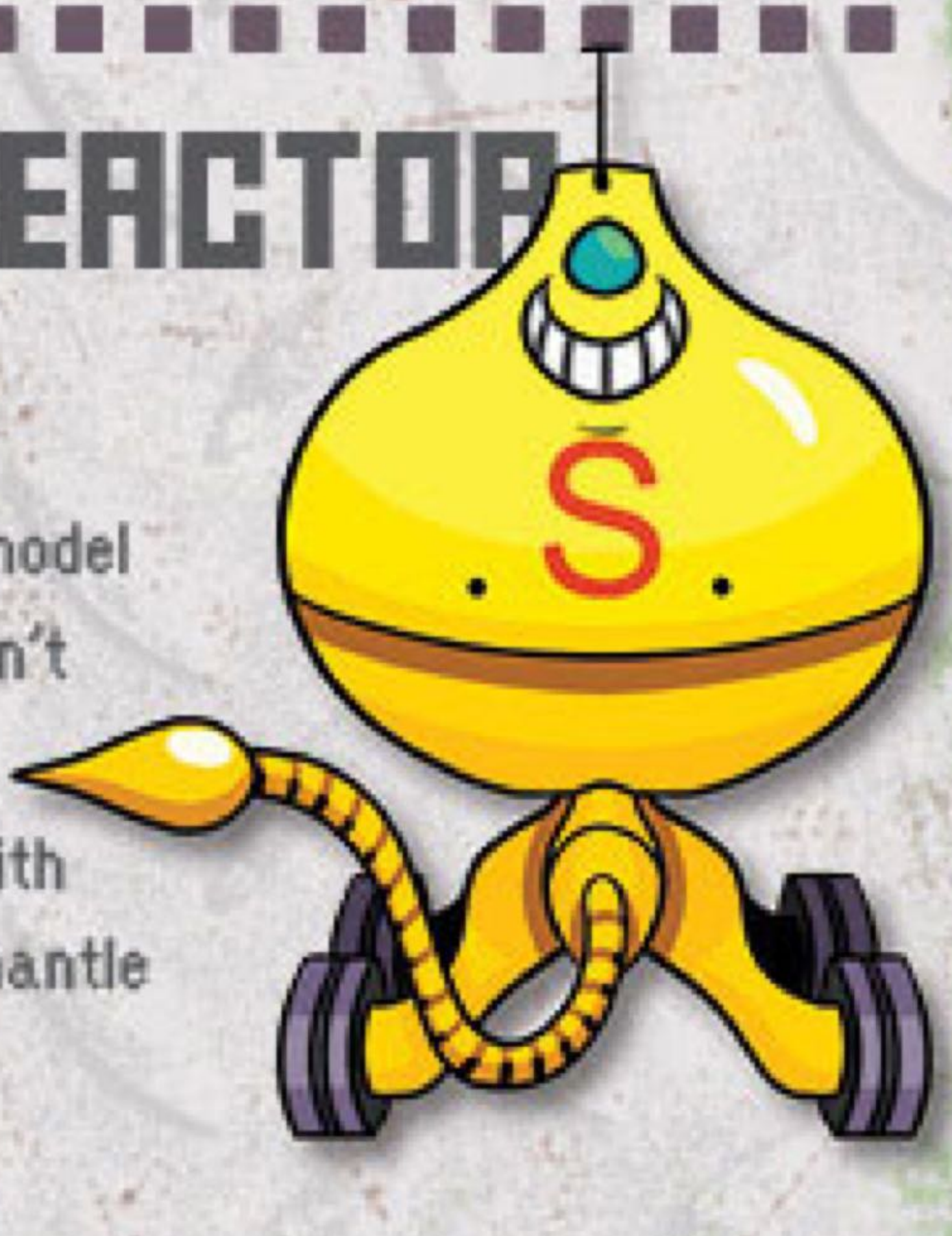


This rejuvenated robot wants revenge, but armed with little more than its rushing capability and an arsenal of Forgetful Gas, it won't get far.

HORUS BANDANA (3%)

HP: 921 | OFF:152 DEF:120 | EXP:4272 DP:287

NUCLEAR REACTOR ROBOT



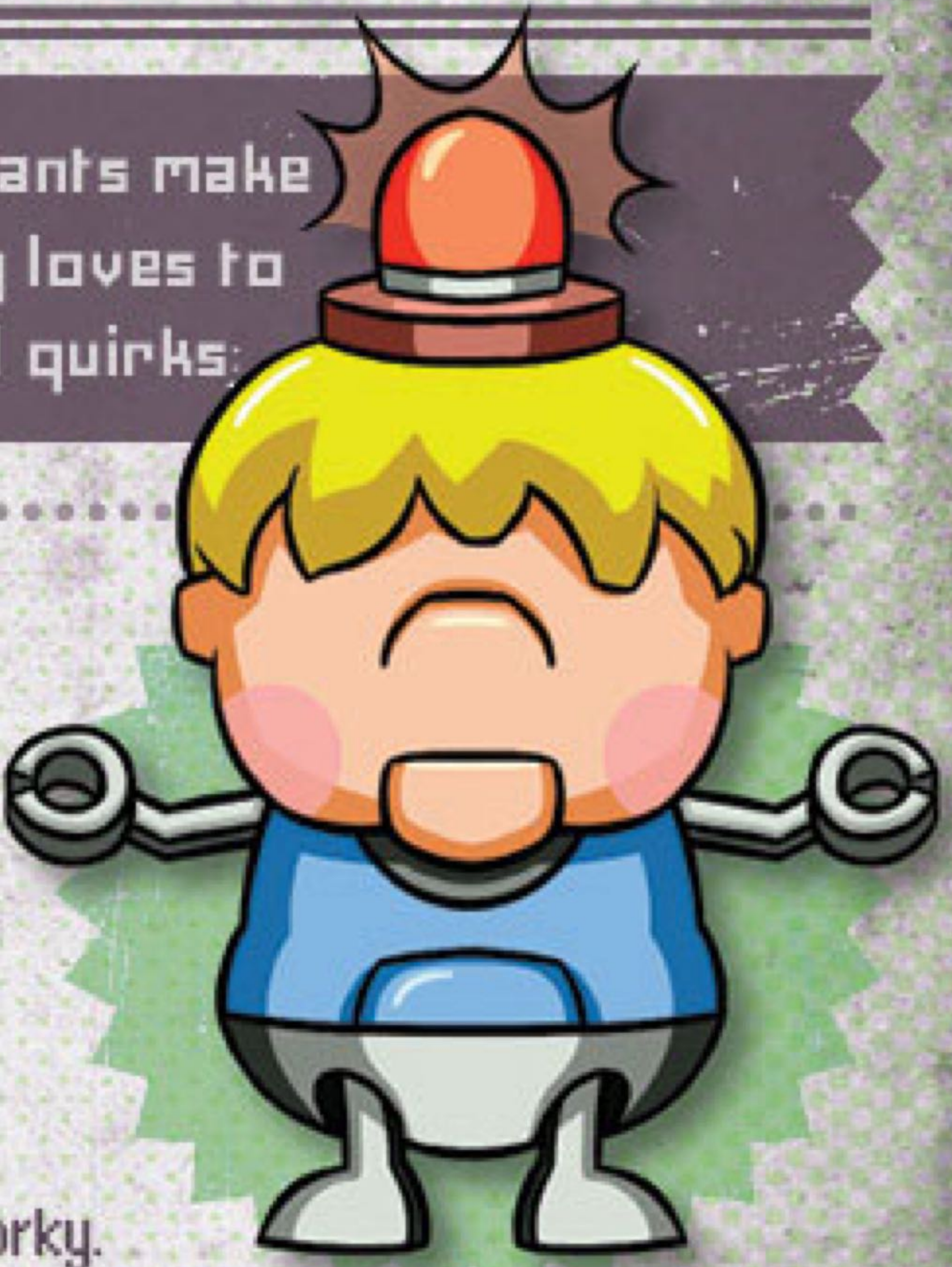
Another variation of an old model whose dubious upgrades aren't enough to make it a problem. You can still turn it around with Duster's Siren Beetle to dismantle the explosives on its back.

SUPER BOMB (3%)

HP: 724 | OFF:92 DEF:80 | EXP:3720 DP:208

SMELL OF VICTORY

As his many indentured servants make painfully clear, Master Porky loves to win, but he's got two unusual quirks:



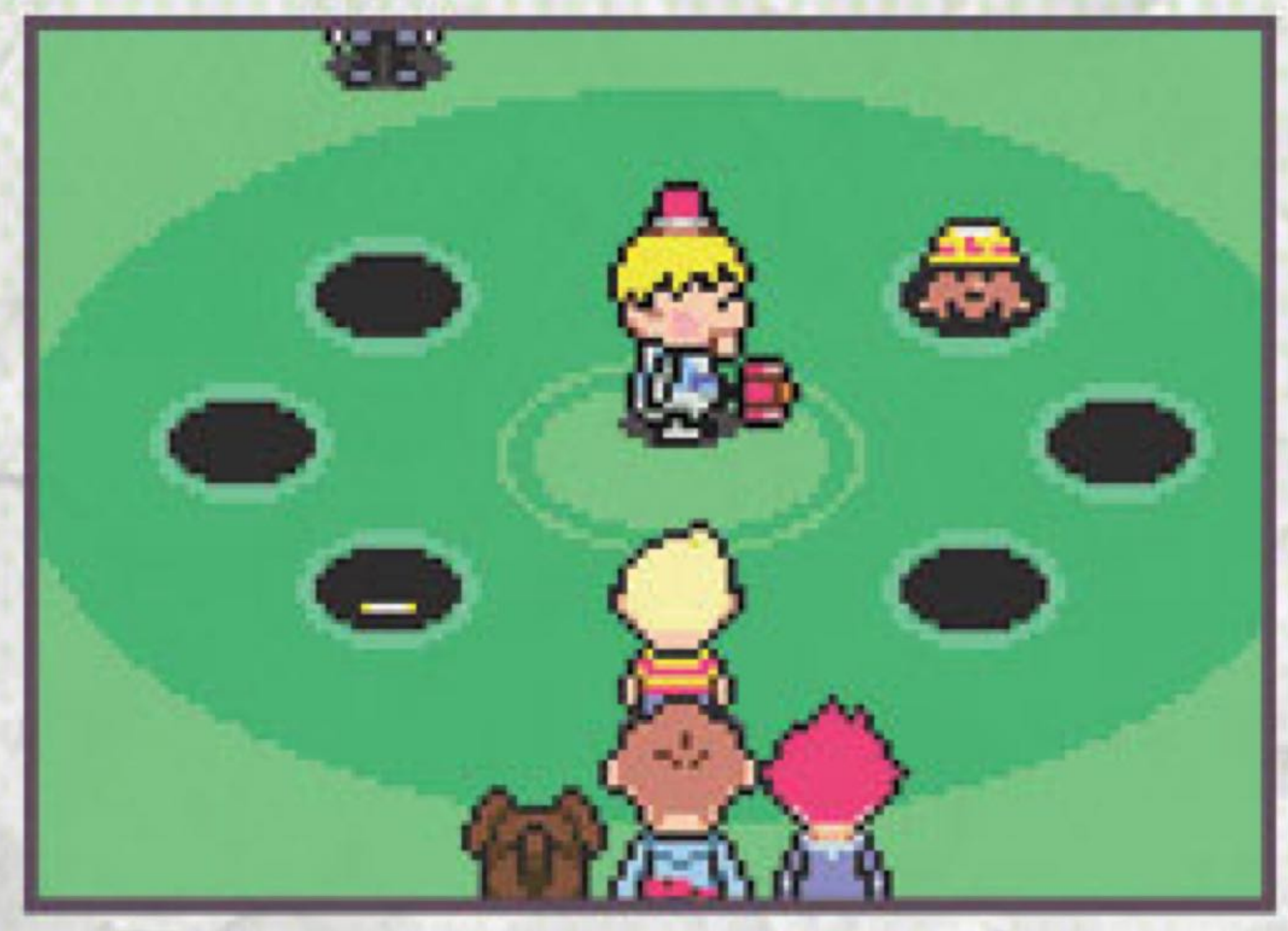
HE MUST WIN BY A RAZOR-THIN MARGIN

- Winning is great, but nothing is as important as having a worthy adversary to destroy. What better way to humiliate your enemy than by snatching a narrow victory from their grasp?

HE DOES NOT ACTUALLY HAVE TO BE PRESENT

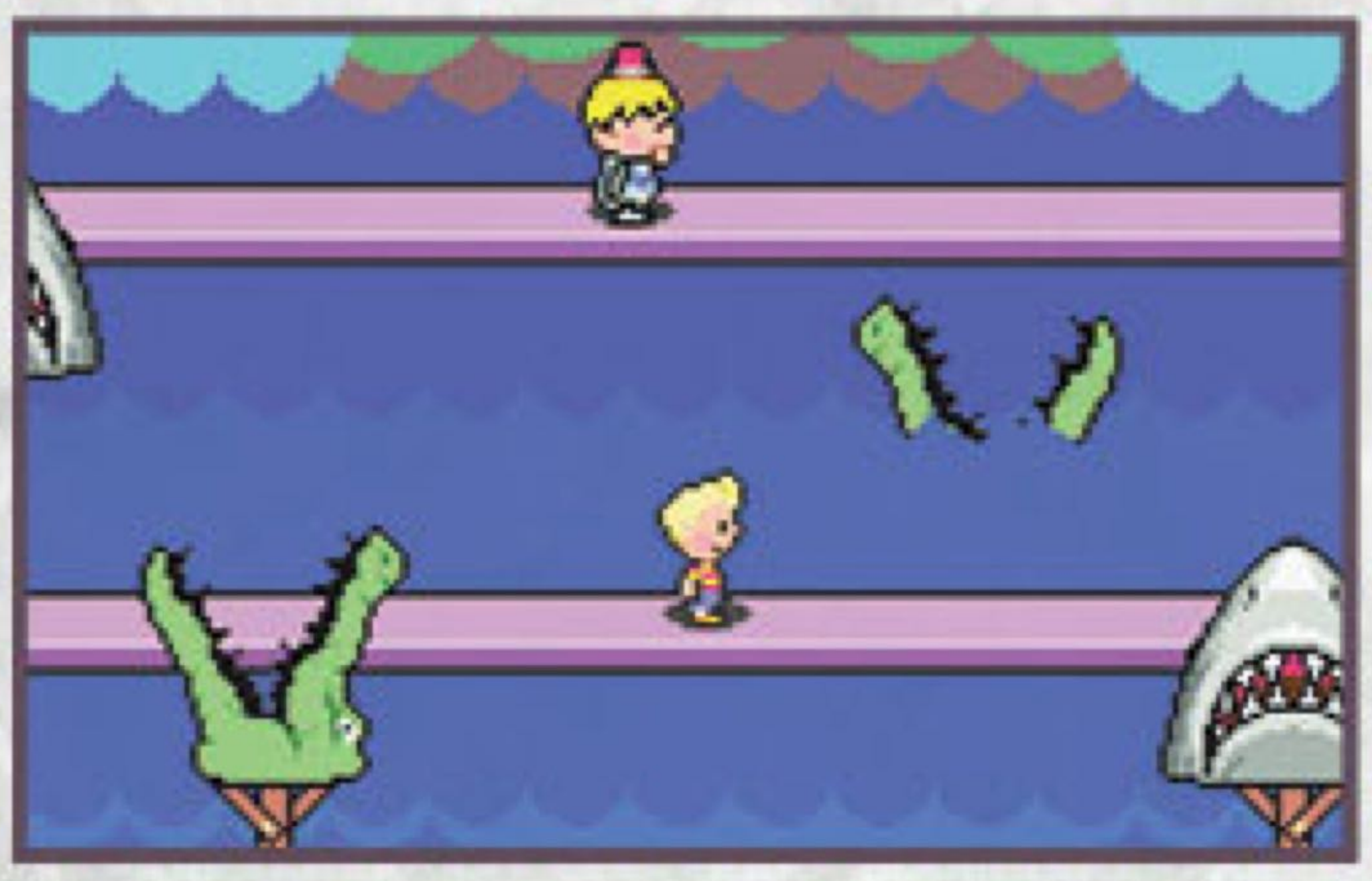
- As long as victory has his name attached, that's good enough. Porky is content to triumph vicariously through his robotic slave, Master Mini-Porky.

★ TRIUMVIRATE TEST OF TACT ★



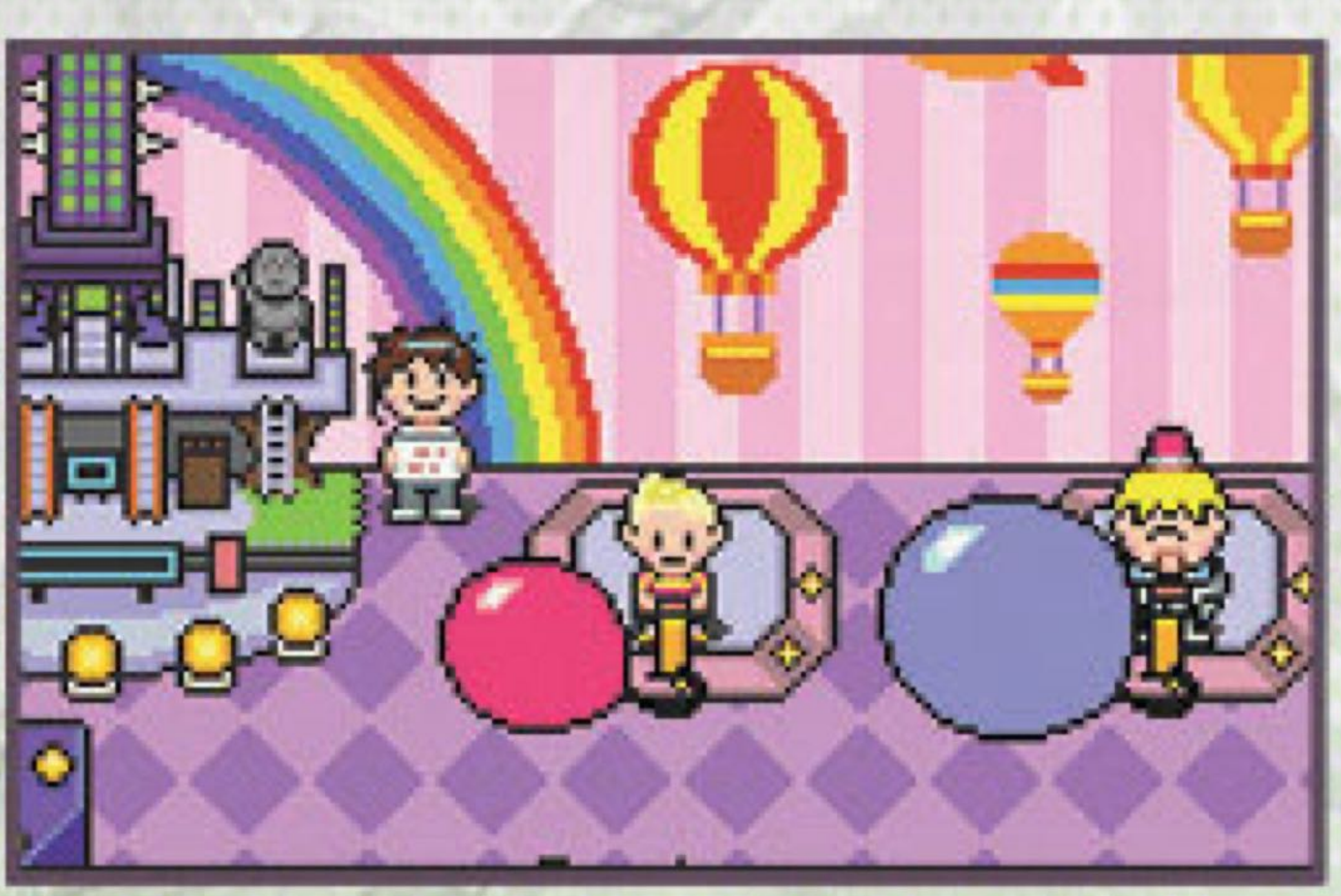
SUPER WHACK-A-MOLE

This is your first major test! You must whack the moles without hitting the hapless old construction workers. The idea is to make a good impression, so put in a serious effort, but... don't strain yourself too hard. If you're hopelessly confused, check the cue-card in the corner during your turn.



PURPLE BRIDGE RACE

A perilous plank race across infested waters! You should try to make it interesting, but it wouldn't be a good idea to work up a sweat. Once again, if you find yourself unable to continue, reading the cue-card during the race might be advisable.



TO WHOM GOES THE BOOM?

This cleverly-titled game is more than a test of agility; the psychological underpinnings of the game are designed to sniff out the proud and cold-hearted. If at first you don't undersucceed, try again... or read the cue-card.

RESPITE ON THE LANDING

After a long series of trials you'll finally be invited into Master Porky's inner sanctum on the 100th floor. Before you go in, prepare yourself:

- Rest up on the stairwell couch.
- Make sure you've equipped the gear you picked up.
- Spread out your Magypsy mementos to your vital members.
- Give explosives and HP/PP restoring items to Boney (and Duster).
- Speak with the Save Frog before proceeding.

>>> BOSS <<<

GOT PORK ON THE BRAIN?

Talk about bad hospitality! Porky changes his mind at the last moment and decides he doesn't want to meet you after all, leaving you to grapple with his "toy".

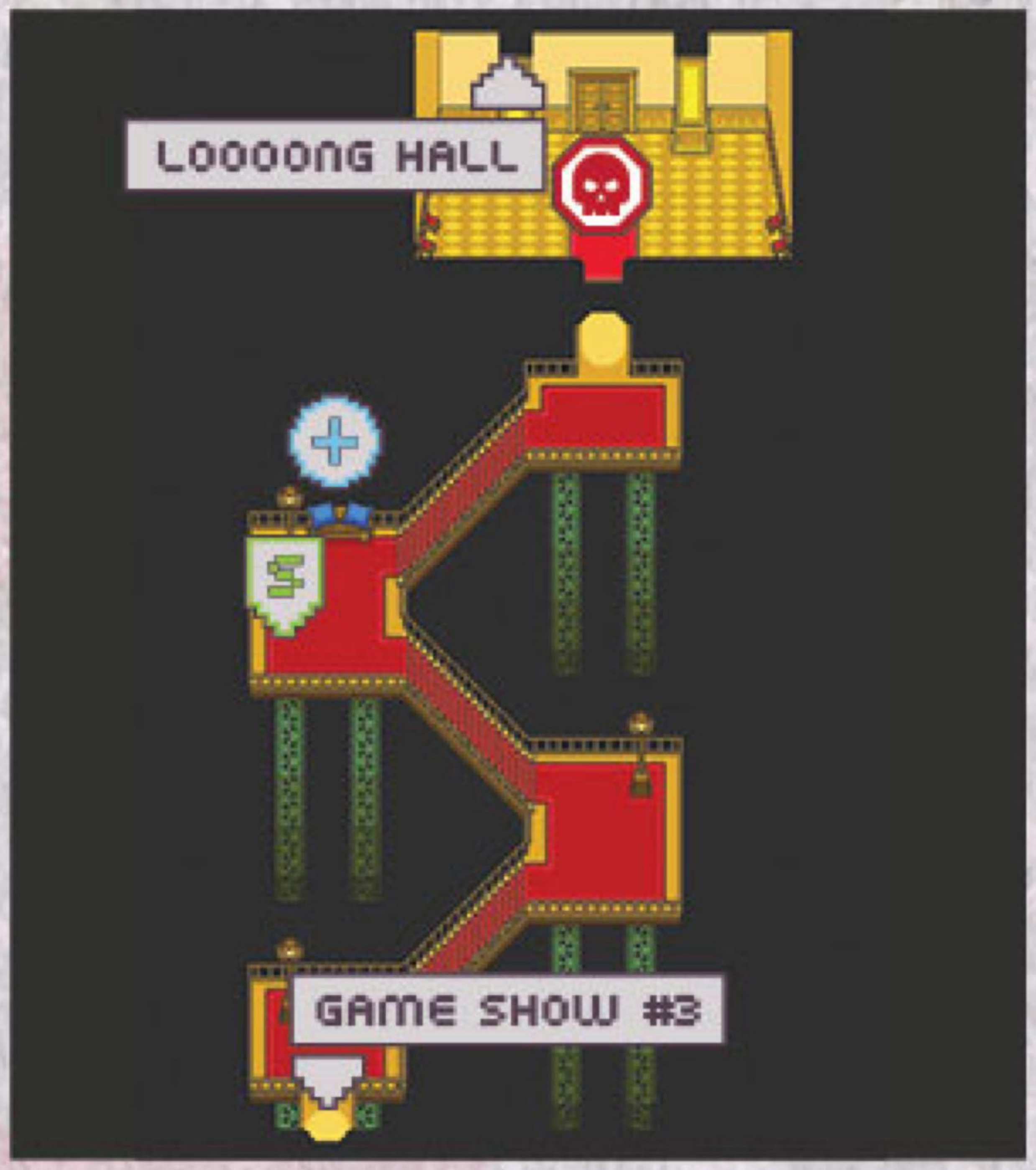
LUCAS Use Counter Ω right away. NKC can't use PSI, and Counter will reflect its strongest attack, the "End Of The Century" beam. Next, use Defense Up Ω to protect the party, and Offense Up Ω to powerup Duster and Boney's attacks. If you've learned it, Refresh is useful for keeping everyone's HP up and preserving mementos.

KUMATORA Offense Down α yields huge benefits with up to three uses. PK Ground is incredibly efficient, if you've learned it. Starstorm and Thunder also work well, but don't bother with Freeze or Fire.

DUSTER The NKC's steady beat makes it easy to rack up big combos. The Tickle Stick can help, but the Scary Mask isn't needed if Kumatora is using Offense Down.

BONEY Bombs aren't very effective, so save them for later. You can take down NKC's Counter with the Shield Snatcher. Otherwise, it's combos all the way.

PORKY'S SANCTUM



ENEMIES

NATURAL KILLER CYBORG

The N.K. Cyborg is a towering porcine tank with a wide arsenal of physical attacks, plus the occasional electric shock. Take down its Counter and set up your own to deflect its insane End of the Century beam. The time to use your most powerful PSI attacks is now!

HP: 7548 | OFF:232 DEF:189 | EXP:34381 DP:1600

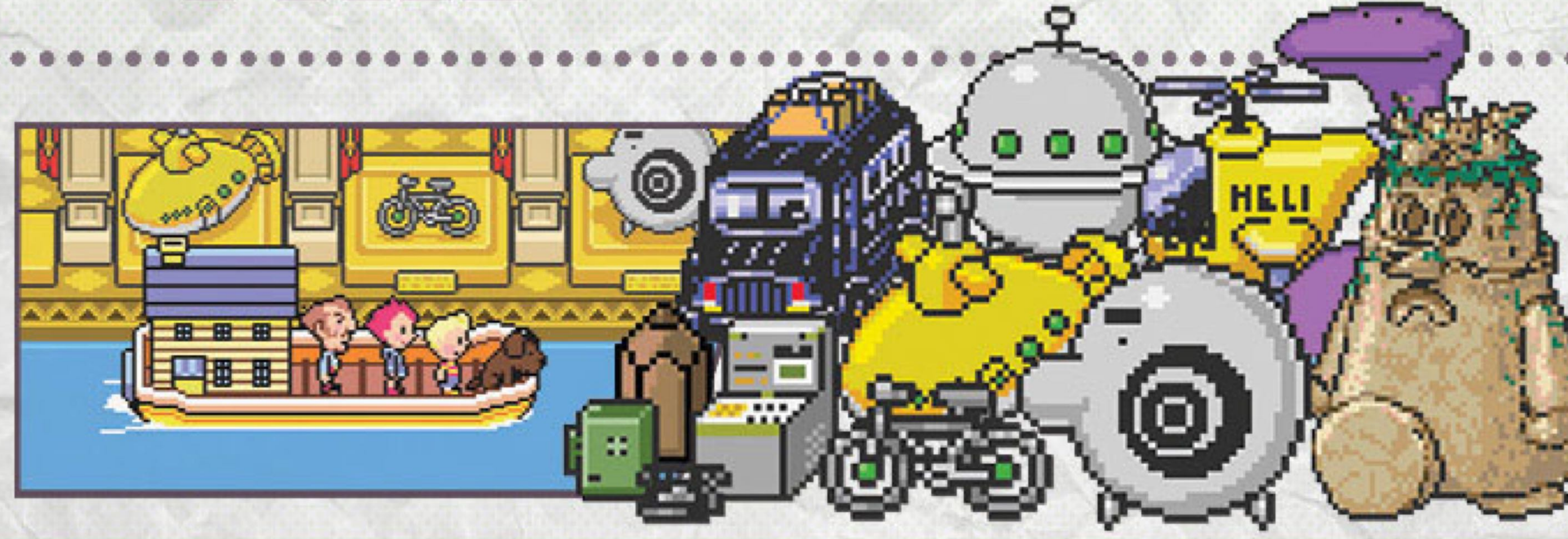
CHAPTER NO 8

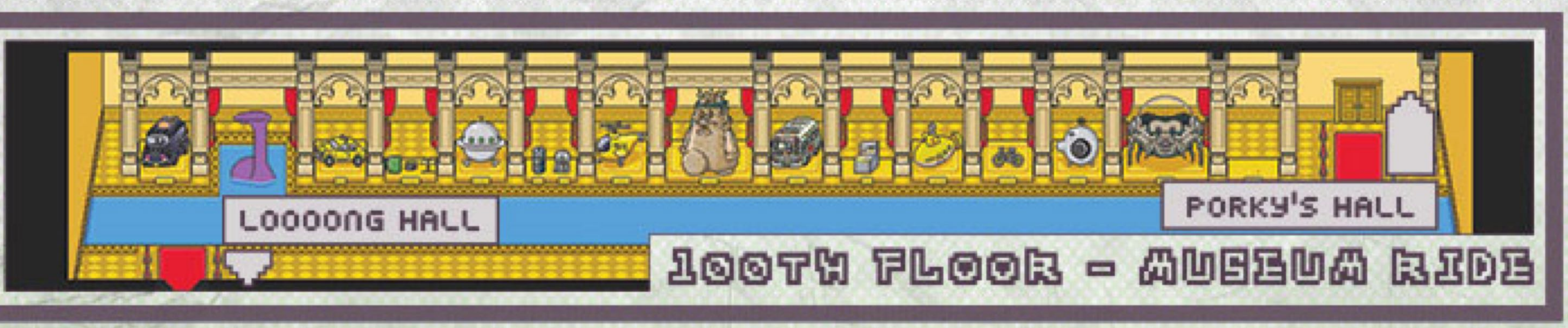
PART THREE

REVELATIONS & REUNIONS

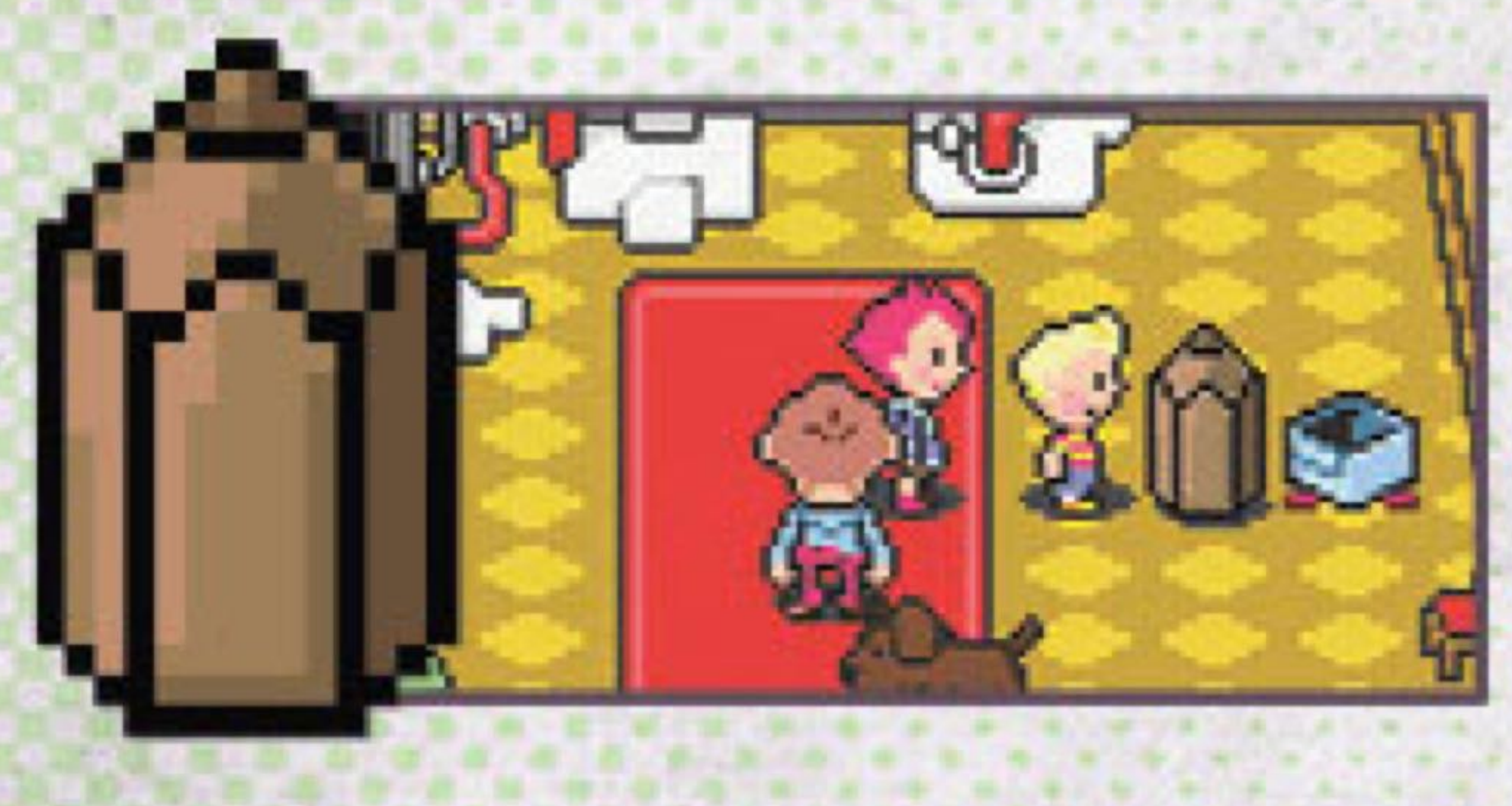
NOSTALGIA ★ TRIP ★

Emerging from the tiring battle, you find yourself slowly pacing down an immensely long hallway as classical music plays overhead. In the next room is an unexpected sight: an indoor waterway. Board the houseboat and enjoy a tour of Porky's detached nostalgia.





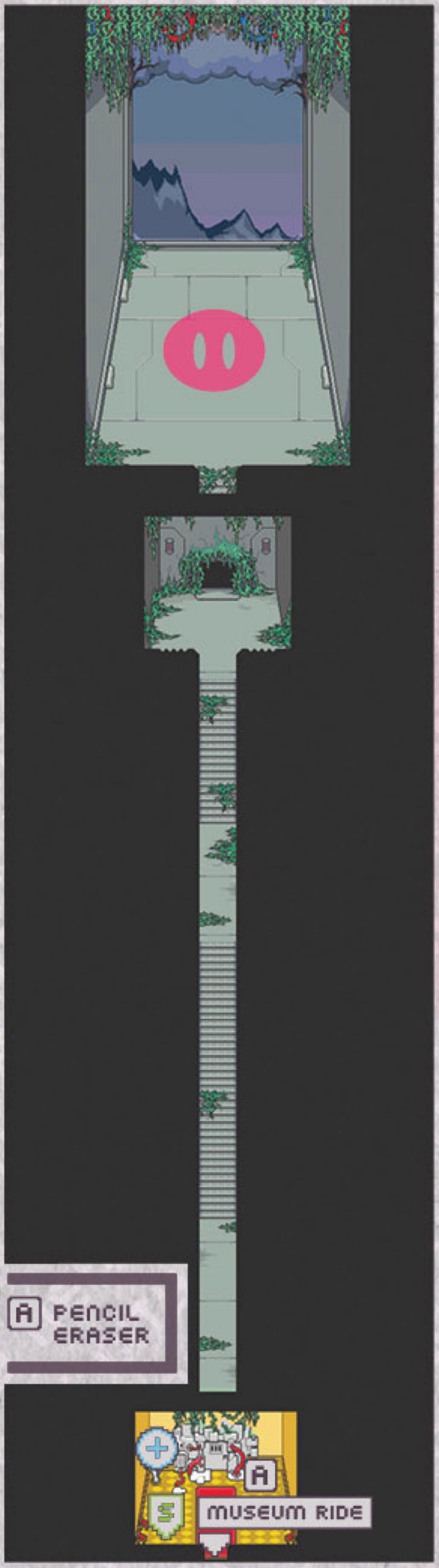
100TH FLOOR - MUSEUM RIDE



THE PENCIL ERASER

If only you'd had this at the beginning of your journey, and if only there were any other pencils to erase in the first place. Alas, the tool may be better suited for a different journey in a different time, but you can still erase the pencil statue in this room just for fun.

100TH FLOOR PORKY'S HALL



PREP FOR THE UNKNOWN

Before you cross the vine-covered threshold to Porky's Inner Sanctum, you should make your final preparations. As usual, explosives and PP-restoring items are great for Boney, and your most vital characters should carry mementos.

BEGINNING OF THE END

Within his inner sanctum, Porky finally appears... as a "meek" young boy! Could a child have possibly commissioned so many evil deeds? During your conversation the deception becomes clear: this is only the beginning of the end.

>> BOSS <<

MANGLING THE MECHA PORKIES

Individually the PORKY bots aren't much of a threat, but you're dealing with an entire pack. After you've demolished the first five, PORKY 06 will drop in with some Chimera reinforcements, and then PORKY 07. How many more can you handle?

LUCAS

- Refresh is a good choice for a first-round cast, since this battle is destined to take a while.
- Counter Ω is another excellent choice for the beginning of the battle. Unfortunately, none of your defensive PSI will lessen the impact of the explosions.
- Avoid Lucas's offensive PSI. Flash is ineffective and his special attack will be reflected by the PORKY bot's PSI Counters!

KUMATORA

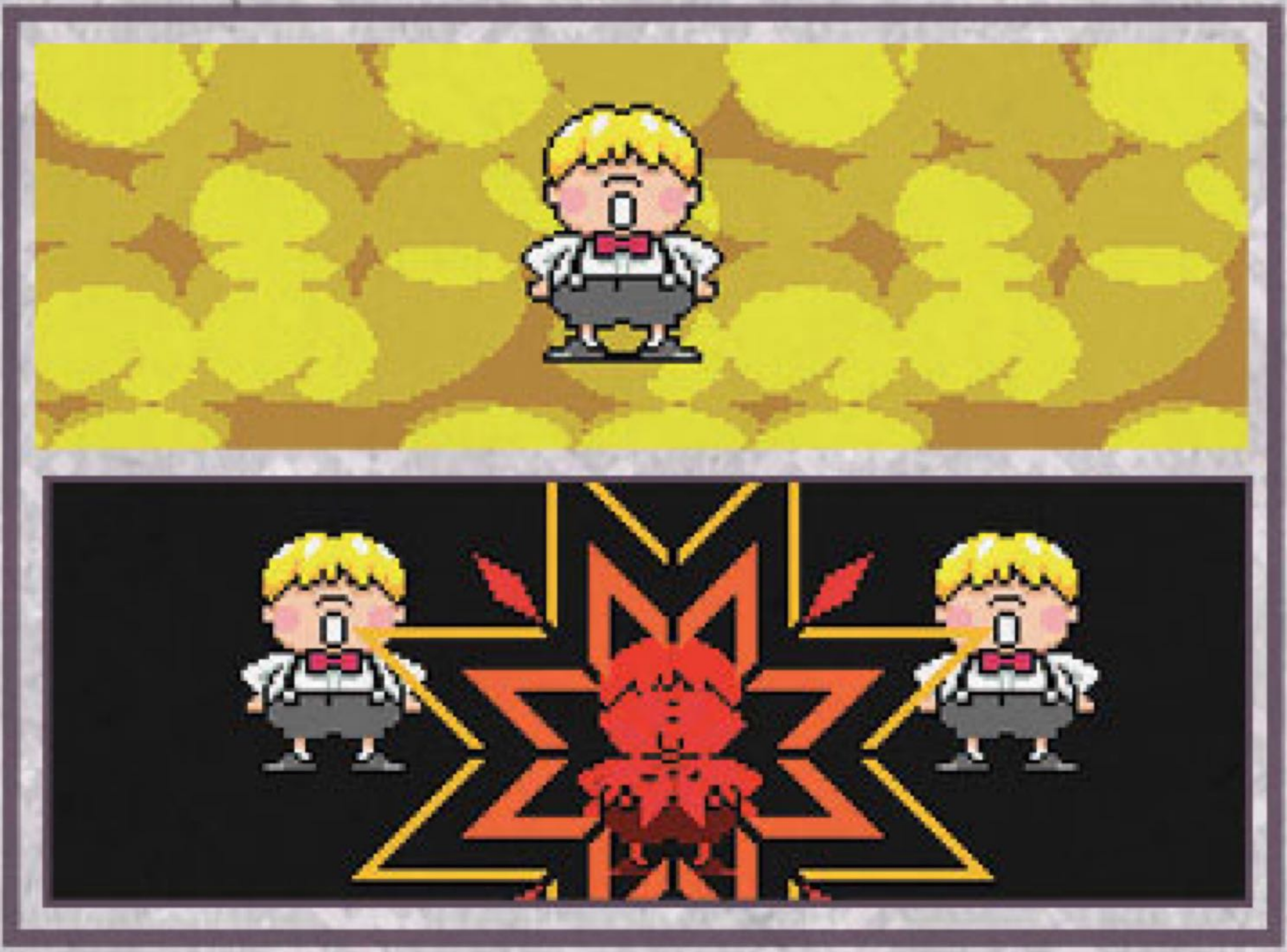
- PK Thunder is great because it bypasses the bots' shields. It also attacks individually, rather than doling out excessive punishment to the entire group.
- The remainder of Kumatora's PK attacks will be reflected, and PK Ground is surprisingly inefficient, so stick with Thunder Ω.

DUSTER

- As usual, combos are Duster's best bet. No sense in wasting time with his Thief Tools when there are so many enemies to tackle.

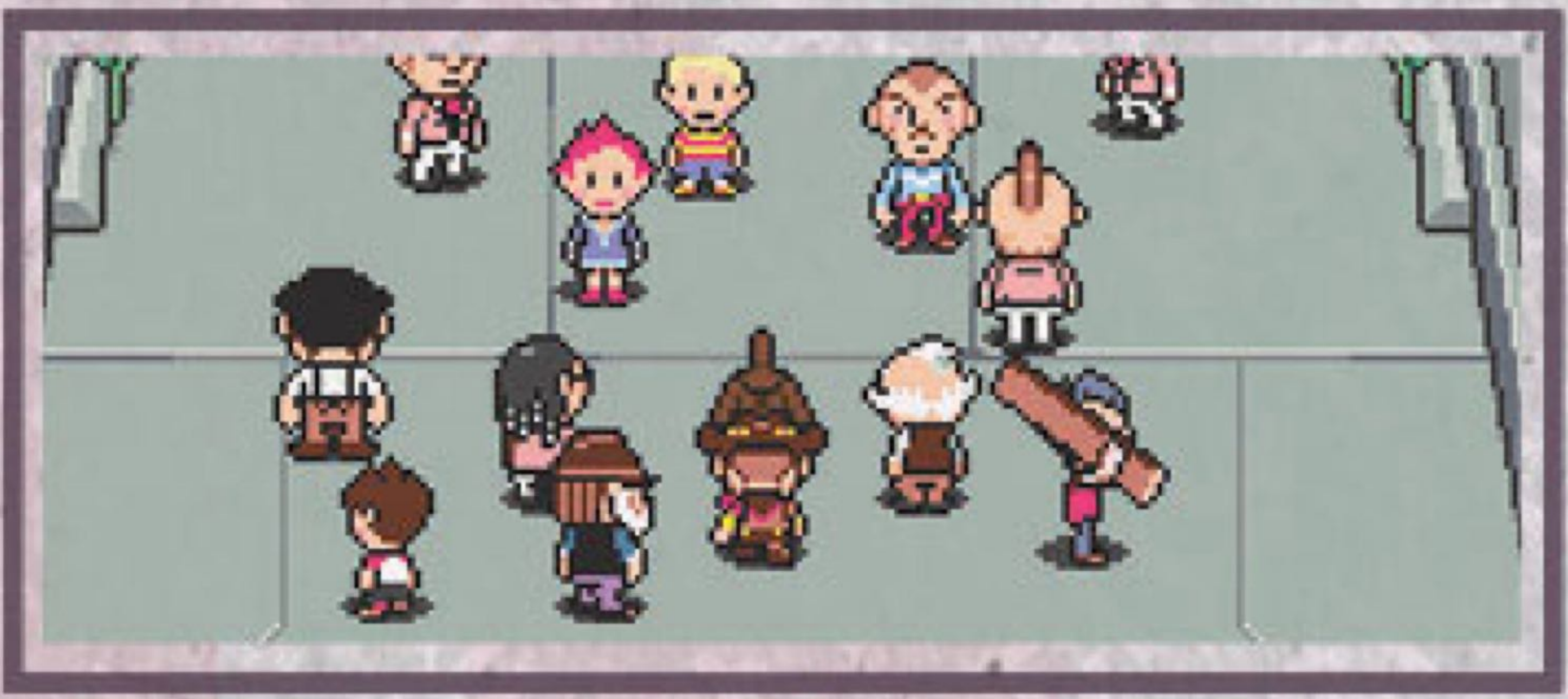
BONEY

- Explosives, especially Super Bombs and Pencil Rockets, work pretty well against the Mecha-Porkies.
- The Shield Snatcher works, but it's not a very good idea. Similarly, the New Year's Eve Bomb will prove to be a dud, so stick with combos when you run out of bombs.

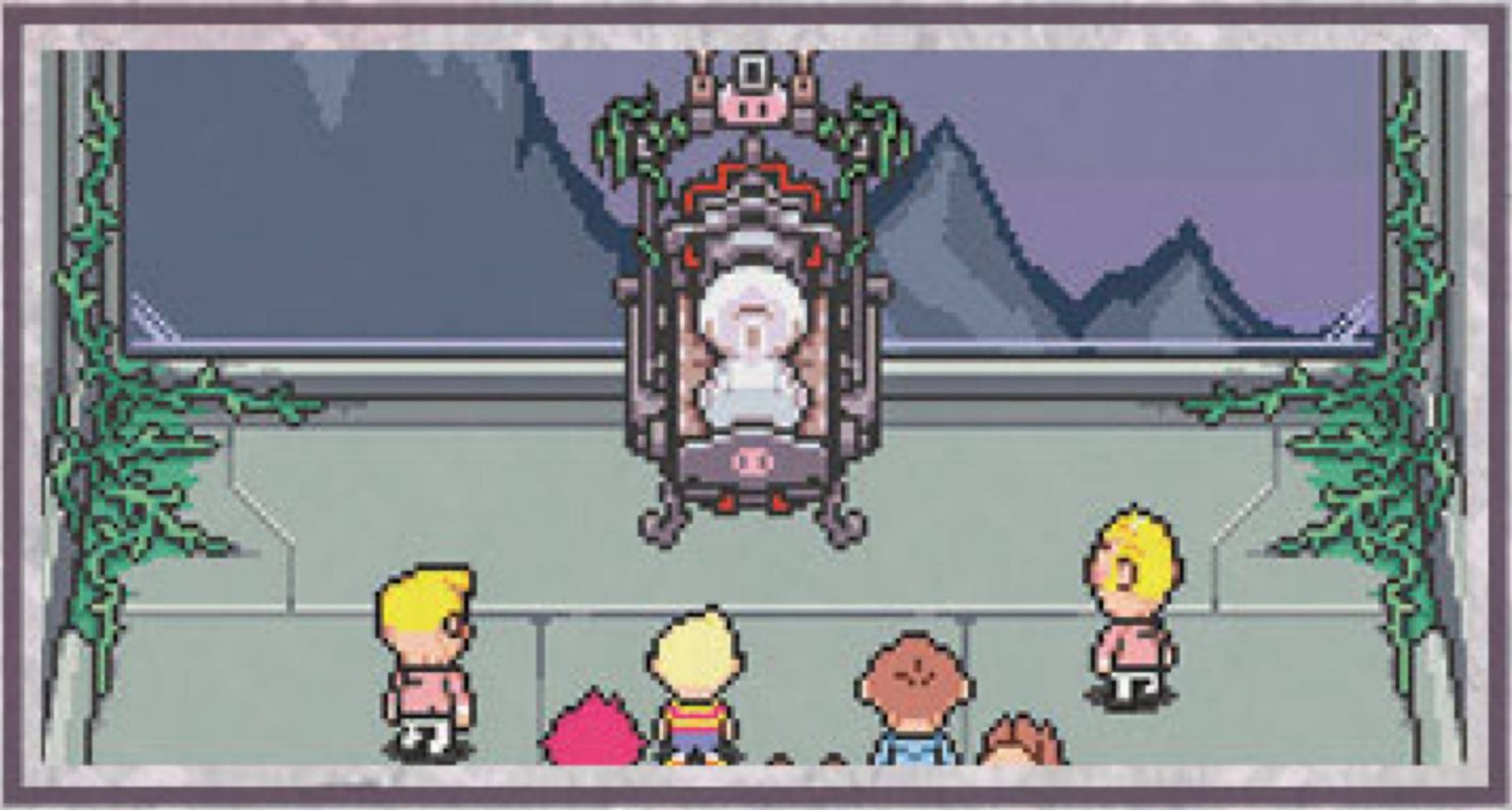


OFFSLAUGHT

After you've defeated the seventh Mecha-PORKY, another batch of three drops from the ceiling. Luckily they're not the only reinforcements arriving—out of nowhere, the DCMC busts into the room to back you up!

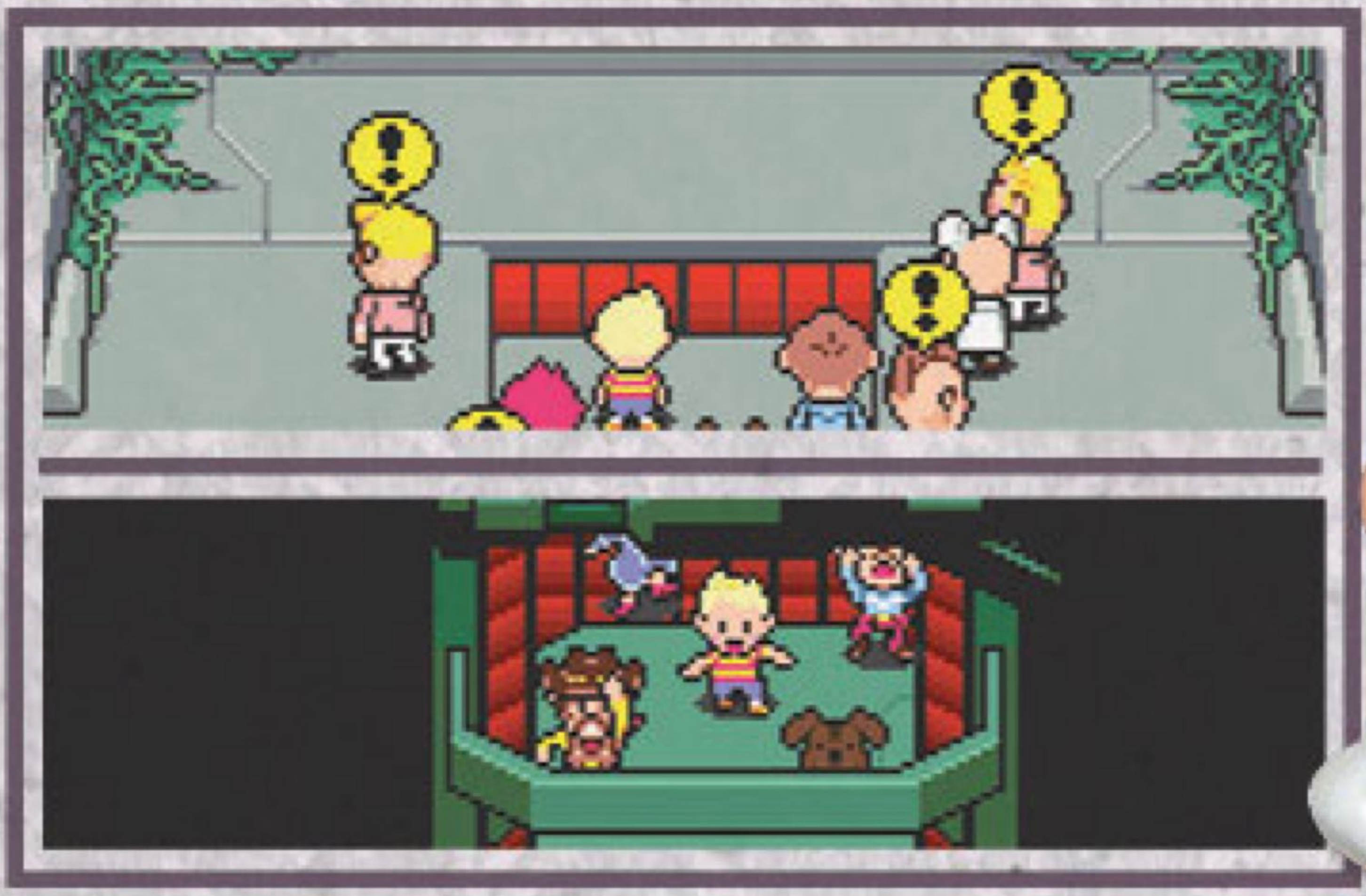


With the threat neutralized, former residents of Tazmily begin to stream into the room one by one. Wess wonders aloud whether they or Porky are the ones actually cornered, and on cue, Master Porky reveals himself at last.



PORKY'S EXPOSITION

Lowered from the ceiling in a creepy casket-cradle, a withered Master Porky coughs and wheezes taunts. Without remorse he explains the source of his inspiration (an unnamed, selfish "hero"...?) and the motive behind his all-encompassing powerlust: boredom. The only remedy for his tedium is to toy with the last remnant of humanity before snuffing it out.



THE SEVENTH NEEDLE

Almost on cue, an alarm echoes through the sanctuary: the final Needle has been located. Porky, always willing to prolong an entertaining spectacle, provides your party (plus Flint) a one-way trip to the caverns below the tower.

ENEMIES

MECHA PORKY

This mechanical menace may have a baby-face, but it possesses the mind of... a bomb! Not only will it explode when defeated, but you've got to grapple with more than half a dozen of them, so make sure you've got a good healing strategy.

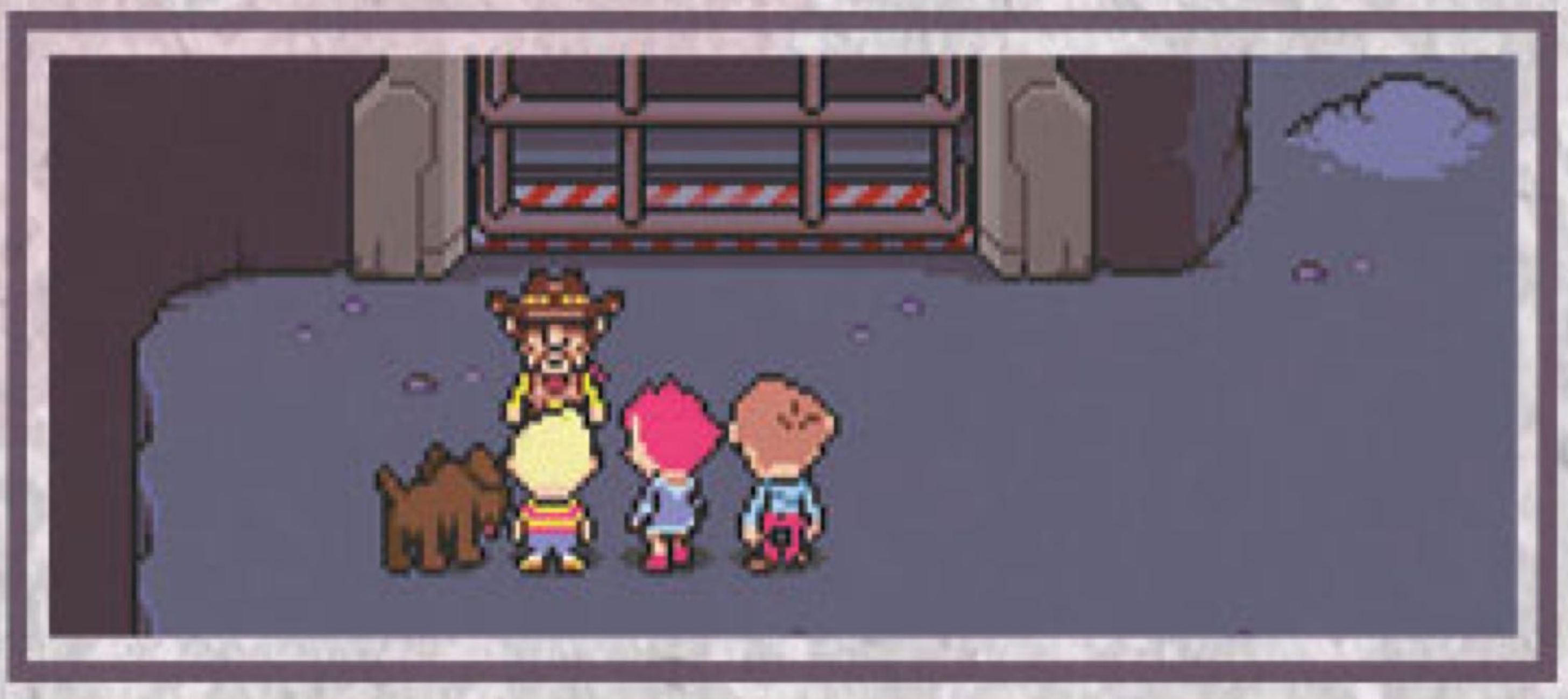
HP: 865 | OFF:135 DEF:148 | EXP:1580 DP:21

MASTER PORKY MINCH

"I'm the most clever, most charming, and most trouble-making boy ever..." King of the Pigmask Army and wreaker of havoc on the Nowhere Islands. The power which enabled him to tear through space and time has aged his body, but his mind retains its twisted, childlike cruelty.

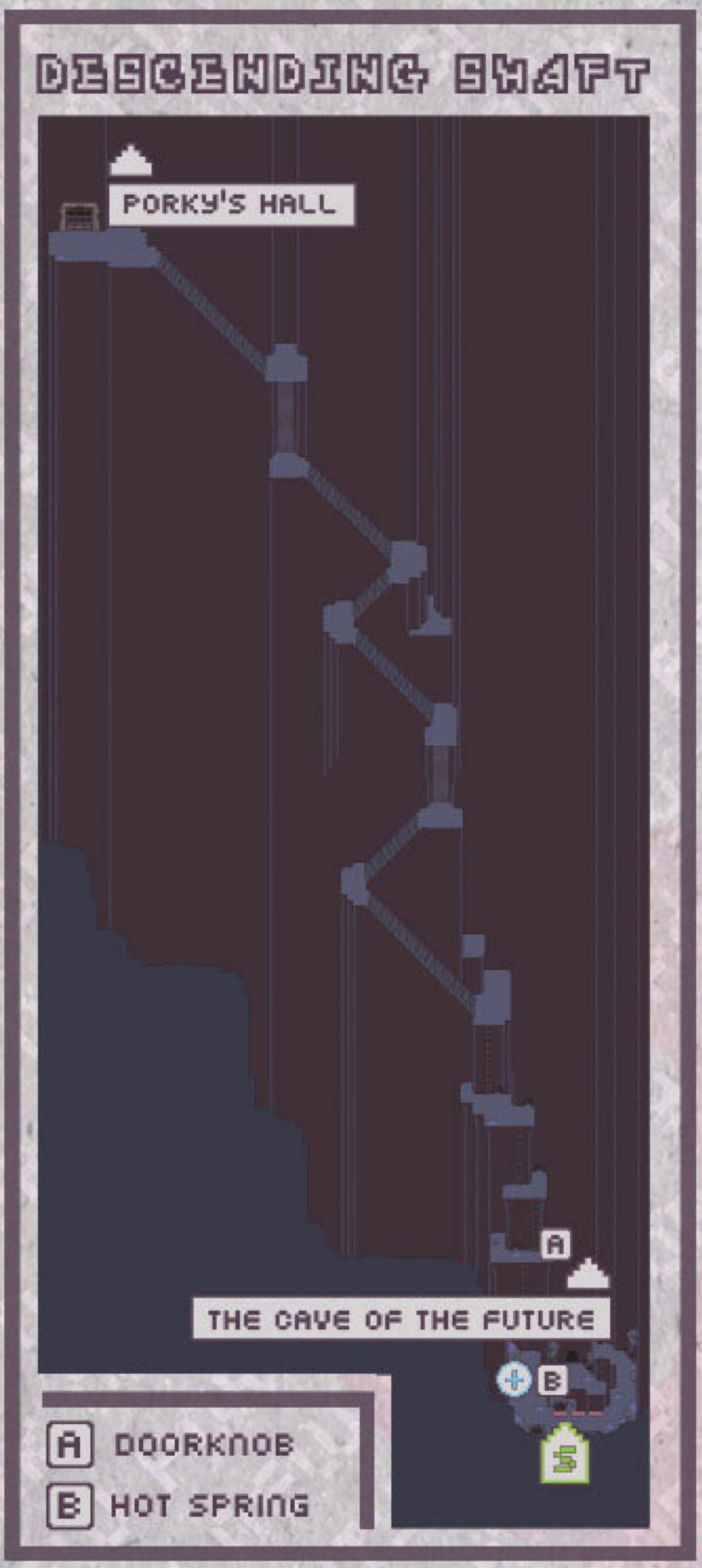
FLINT AHEAD

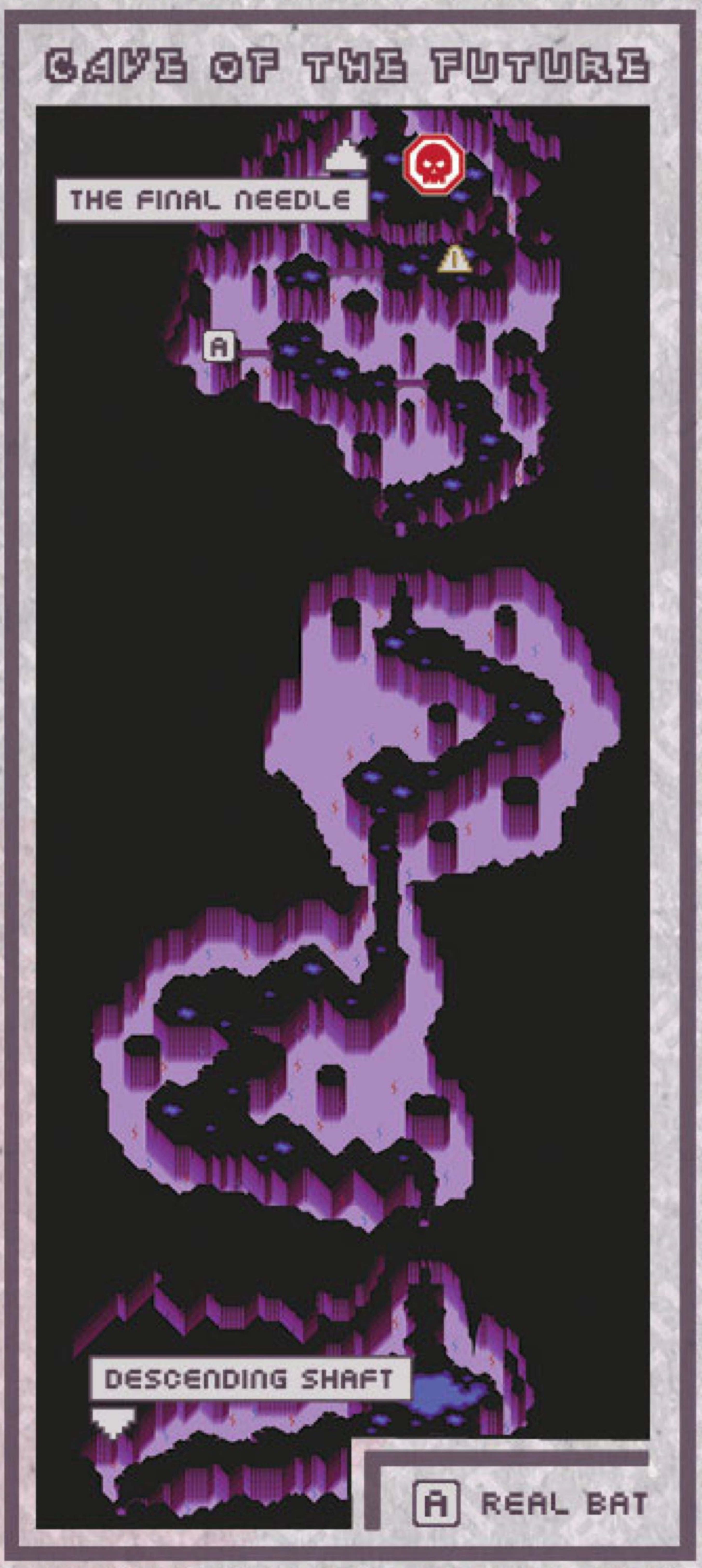
Flint insists that you let him go ahead of you, offering no further explanation. Once he's gone, start your descent through the cavernous mining project. Eventually you'll come across a present with a helpful surprise inside! Check your distribution of healing items and then step into the cave.



THE ADVENTURES OF DOORKNOB

Weeks passed, and Doorknob grew weaker. It seemed forever since he had first landed there on bedrock, unable to nurse the dents and scratches he suffered during his plunge through the factory mine. Every day Pigmasks and chubby construction workers ambled by, oblivious to his plight. Today was different, though; the footfalls were hard and fast as workers and captains rushed to and from the pit below. A new flurry of activity sprang up; a siren, a crash, and then a familiar figure scrambling down the rocks. Doorknob dragged himself to the precipice in hopes of catching a glimpse of the stranger's face. Right as he peered over the edge an unseen assailant grabbed him and then fumbled, sending him tumbling down. The last thing he saw as he fell from the face of the cliff was a smallish, calloused hand.


DESCENDING SHAFT
PORKY'S HALL
A
THE CAVE OF THE FUTURE
B
S
A DOORKNOB
B HOT SPRING


CAVE OF THE FUTURE
THE FINAL NEEDLE
A
DESCENDING SHAFT
A REAL BAT

END SEARCH

Partway into the cave, you'll see a chilling sight. Kneeling on the ground ahead is Flint, battered but alive. He confirms what you may have already suspected about the identity of the Masked Man. Flint seems to have barely survived his encounter, so things certainly won't be any easier for you.

FEAR OF A RECESSION

If you're feeling a little vindictive about being left alone for the past three years, take some time to pester Flint. Eventually he'll give you some insight on his, err, reluctant hairline. No wonder you've never seen him without his hat before!

>> BOSS <<

PORCINE PUNK

During the battle with Porky, he'll take a few moments to explain his immense battle superiority. He doesn't even know how old he is, but he is sure of one thing: he will never die.

LUCAS

- Offense/Defense Up will be useful for boosting your stats, as well as recovering from Porky's devastating 'cough' attack.
- Refresh is, as always, a good choice once you've got everyone's stats boosted.
- Healing will be Lucas's most important role once the battle is underway.
- Combos are preferable to offensive PSI, since Porky maintains a PSI Counter.

KUMATORA

- PK Ground is very powerful against Porky. If you don't have it, it will be worth your time to level up until you do (Level 60).
- PK Thunder is less efficient than Ground, but still effective.
- Thanks to Porky's constant reinforcement of his PSI Counter, none of the rest of your PK attacks will be useful.

DUSTER

- Tickle Stick and Scary Mask are useful for a few turns.
- Combos, boosted by Lucas's Offense Up casts, should be Duster's main focus.

BONEY

- Explosives work on Porky, but you might be better off with combos.
- Shield Snatcher works, but isn't very effective since Porky is constantly reinforcing his PSI Counter.

NERVES IN THE BULLPEN

Not far from Flint you'll find the Real Bat, brimming with strength and courage. Equip it, heal your party, and get your healing items wisely distributed. As soon as you climb the ladder you'll be stopped by Porky, whose bizarre cradle has transformed into a nightmarish weapon. His nerves seem to be fraying ever so slightly, but that uncertainty won't keep him from flaunting his casual disregard for the history—or fate—of his masked servant.

ENEMIES

MINERALI

This enemy's appearance is surprisingly consistent, in spite of its erratic movements. If your levels are low, shock it with PK Thunder before it has a chance to rock you.

CUP OF LIFENOODLES (10%)

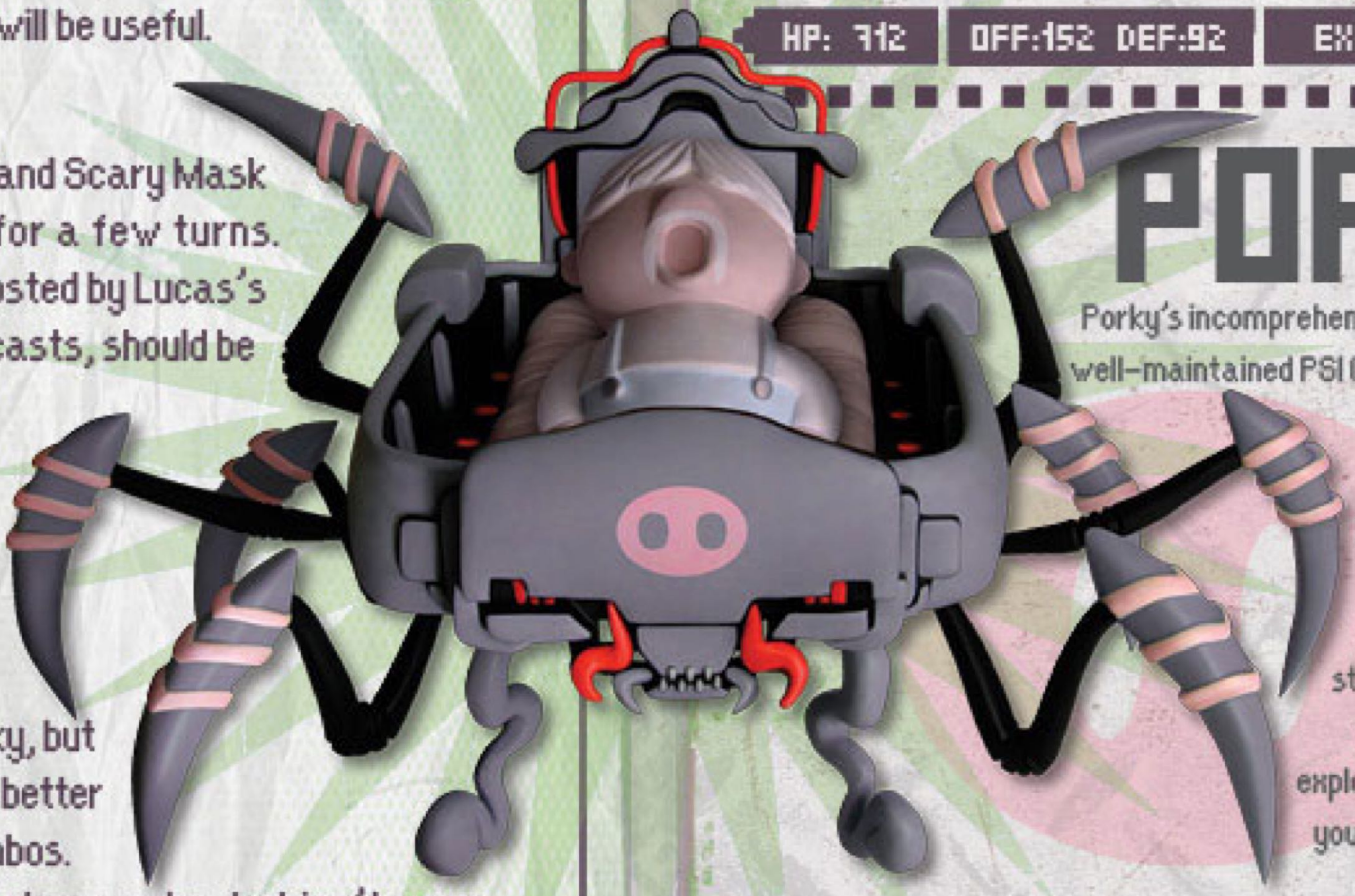
HP: 924 | OFF:158 DEF:142 | EXP:4546 DP:28

FENOMENO

You don't have time to get zapped, so do your best to avoid these volatile volts. PK Freeze will help you give them the slip.

MAGIC PUDDING (20%)

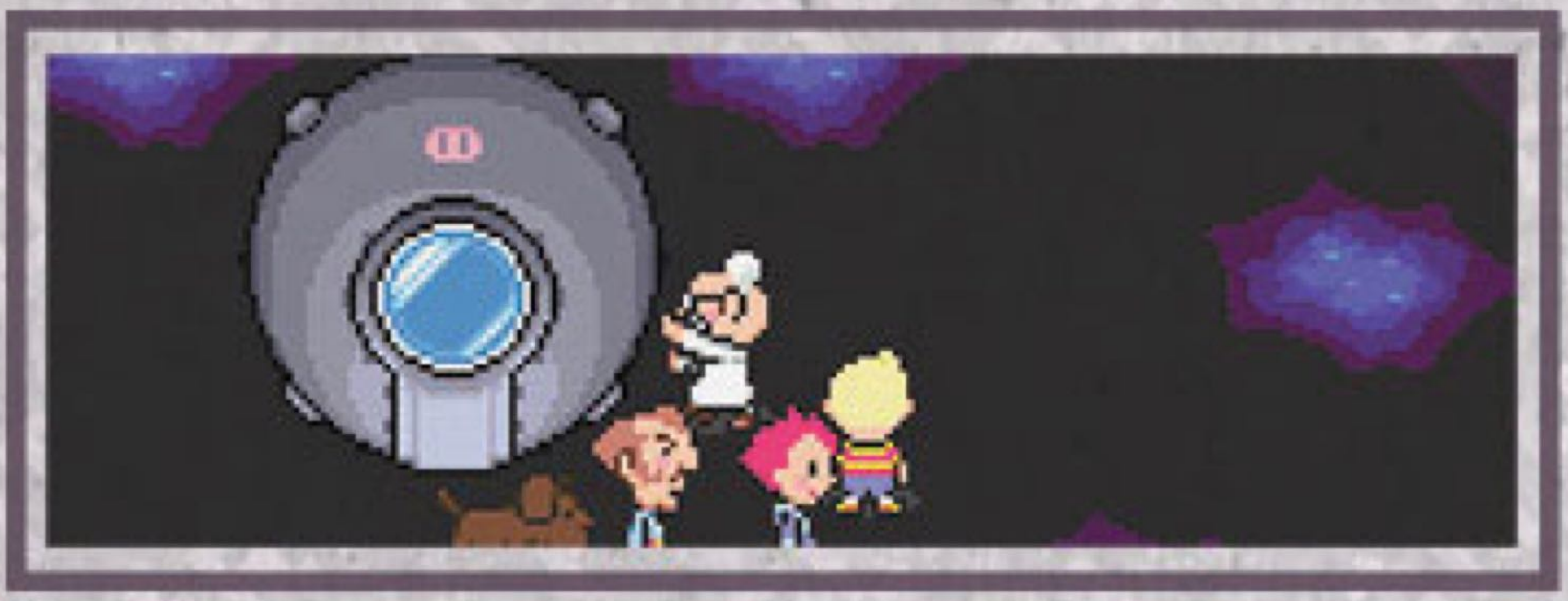
HP: 712 | OFF:152 DEF:92 | EXP:4113 DP:0



PORKY

Porky's incomprehensible attacks and well-maintained PSI Counter make him a formidable foe. In addition to physical attacks, he calmly doles out stat damage, status effects, and shield-bypassing explosions. Even after you've shut down his cradle-mech, he retreats into the ultimate defense. He was right when he said he was unbeatable.

HP: 6569 | OFF:170 DEF:182 | EXP:0 DP:0



ABSOLUTE

Even after his machine runs out of juice, Porky refuses to admit defeat. He'll flee into his Absolutely Safe Capsule, a machine he "tricked" Mr. Saturn and Dr. Andonuts into creating. What he doesn't realize is that it's a double-edged sword: while Porky cannot be harmed inside the Capsule, neither can he do any harm to everything on the outside. In the pursuit of absolute safety, Porky, the interdimensional menace, seems to have been contained for good.

PREPARATIONS

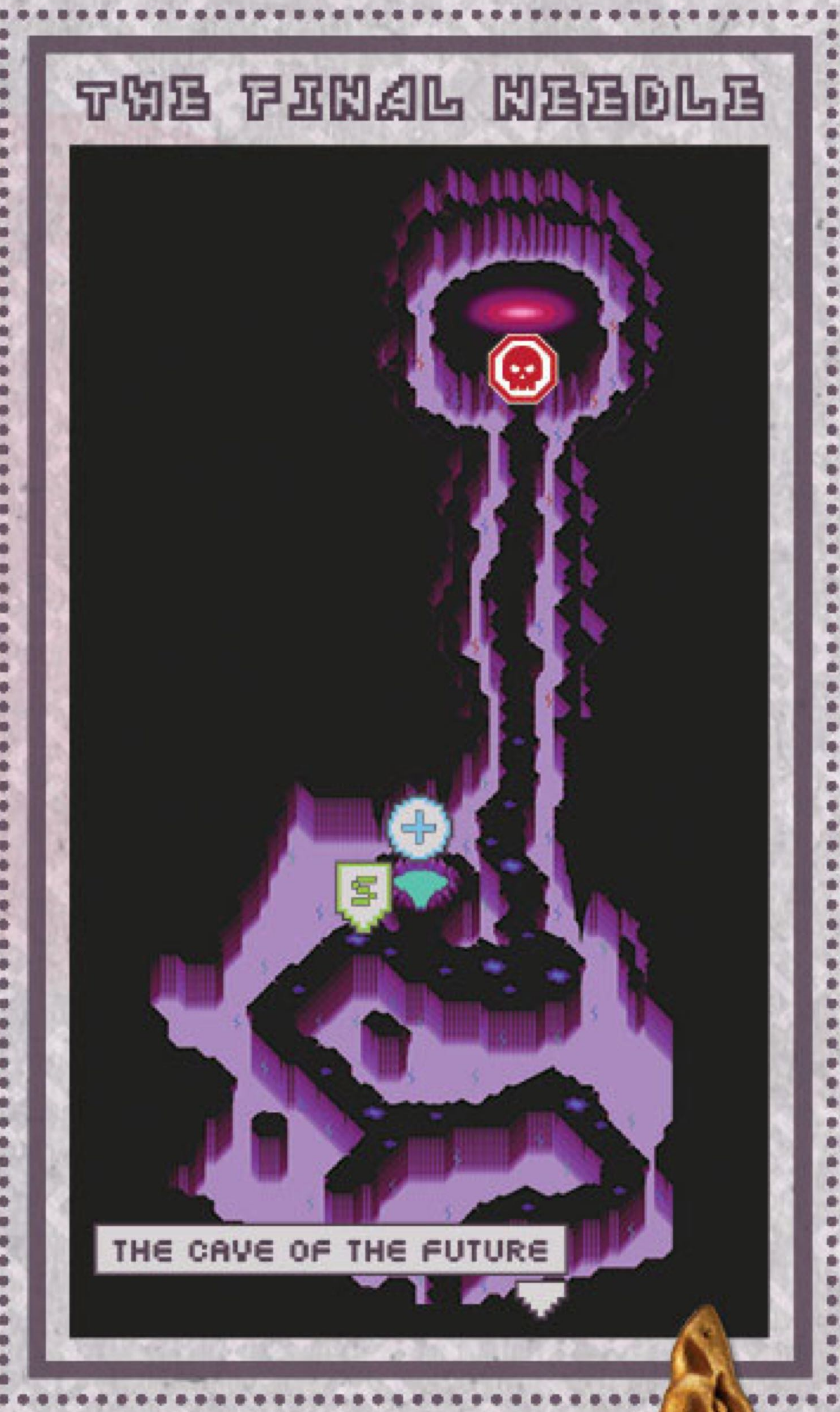
Just behind you, the Item Guy finally catches up. Stock up and then forge ahead to the final hot spring. If you have any Magypsy mementos left, give them to Lucas, along with any PP-restoring items you can spare.

FINALITY

Your party reaches the Masked Man as he prepares to pull the final Needle. With a flash of recognition, he whirls around and strikes down your party with lightning. Lucas's Franklin Badge deflects the attack, and he enters the battle alone.

FUTILITY

With your party members wiped out, you have the option of using Healing Ω to quickly revive them. However, your efforts will be in vain as the Masked Man will immediately wipe them out with a powerful bolt of lightning, leaving Lucas to fend for himself.



THE MASKED MAN

PACIFIST

Lucas can't bring himself to attack, either with PSI or with his bat. Your only choice is to stand your ground. Guard as much as you can, and use Lifeup γ when your health meter falls below 100. Even if you mistime your recovery, a Memento can revive you.

SACRIFICE

As the fight wears on, you'll hear a voice trying to reach Claus. After each attempt the air becomes more charged and the Masked Man becomes more frantic. He'll eventually resort to the most powerful attack at his disposal. Flint, who has caught up despite his injuries, intervenes with disastrous results.

SPARKS

Following Flint's sacrifice, Lucas's anger is enough to overcome his uncertainty. With his conscience suppressed he is free to attack, but the voice will return with a motherly correction. As the increasingly unstable Masked Man doles out more and more violent punishment, a vision fills their minds.

MEMORIES

Snapping from the dream, Lucas and the Masked Man face each other. Lucas is able to attack, but only with stinging remorse, sometimes missing purposely. Likewise, the Masked Man's attacks are dazed, without force or intention. The voice continues to call out to the Masked Man, who finally responds. Removing his helmet, Claus summons one final bolt.

REQUIEM

Claus falters into the arms of his family, speaking softly to Lucas and Flint before joining his mother. Flint instructs you to pull the final Needle and bring the Dragon out from the darkness. Regardless of your choice, Lucas will pull the Needle.

ROLLING

When you use Guard, your rolling HP meter slows to a crawl. With this advantage, you can withstand repeated mortal wounds from the Masked Man and save your Lifeup γ until the last second. After you've healed, wait for your health meter to tick back up before resuming the battle.

CHAPTER NO 8

The final needle pulled, the dark Dragon awakens from its ancient slumber. Earthquakes and violent cyclones celebrate the rise of the pitch-black horror as destruction rains down upon the Nowhere Islands, wiping every last trace of the twisted Pork Army from the earth.

In the inky black aftermath you'll find yourself miraculously able to walk. Stumbling through the darkness, you'll be greeted by characters you met along your journey, trying to comprehend the miracle of their survival. Confusion gives way to joy as the former inhabitants of Tazmily realize what has happened in the wake of destruction.

The wishes of Lucas's heart have been fulfilled. All things have passed, giving rise to a new world where evil has been washed away and life once again shines brightly.

MOTHER 3

HANDBOOK

INDEX

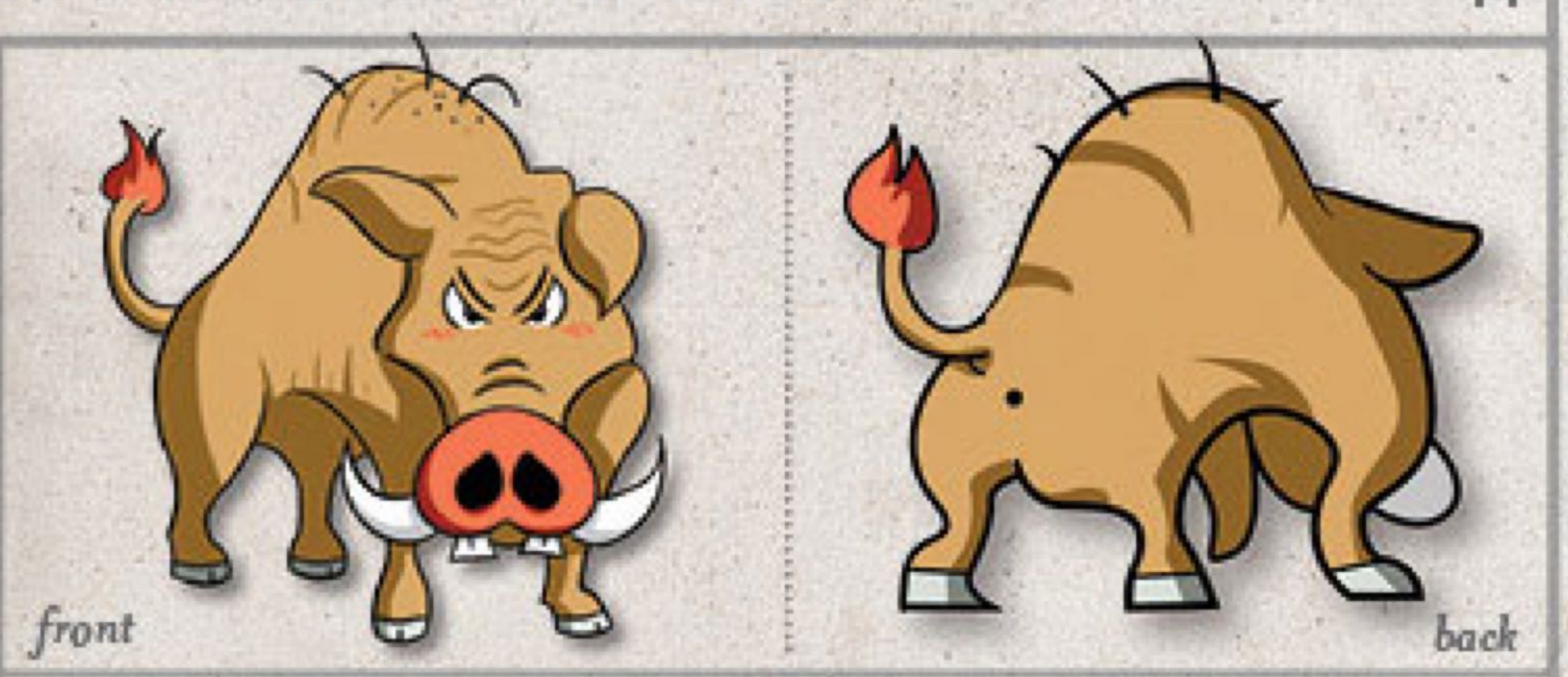
ENEMY INDEX

MINIBOSS	BIG BOSS	RARE FOE	UNIQUE	EXPLOSIVE!	POISONOUS	CAUTION!	MYSTERY
☠	☠	RARE	1	!	☠	⚠	?

NORM	HIGH	SUSCEPTIBILTY	EXPLOIT FOE USING
🔥	🔥	FIRE	PK Fire
❄	❄	FREEZE	PK Freeze
⚡	⚡	THUNDER	PK Thunder, Thunder Bomb
💣	💣	BOMB	Bomb, Running Bomb, Sprinting Bomb, Super Bomb, Pencil Rocket
DCMC	DCMC	DCMC SWAG	DCMC Pamphlet, DCMC Hat, DCMC Boxers, DCMC Shirt, DCMC Ring
≋	≋	NUMBNESS	PSI Paralyisis, PK Thunder
zZ	zZ	SLEEP	PSI Hypnosis, Duster's Pendulum
🌀	🌀	STRANGENESS	PSI Brainshock
👁	👁	CRYING	PK Flash, Duster's Smoke Bomb
«	«	WALL STAPLES	Duster's Wall Staples
☮	☮	APOLOGIZING	Salsa's Apologize
☺	☺	LAUGHTER	Duster's Tickle Stick Salsa's Make Laugh

AGITATED BOAR

LVL 14



HP	133	EXP	62	Beef Jerky (70%)
PP	0	DP	0	DROPS

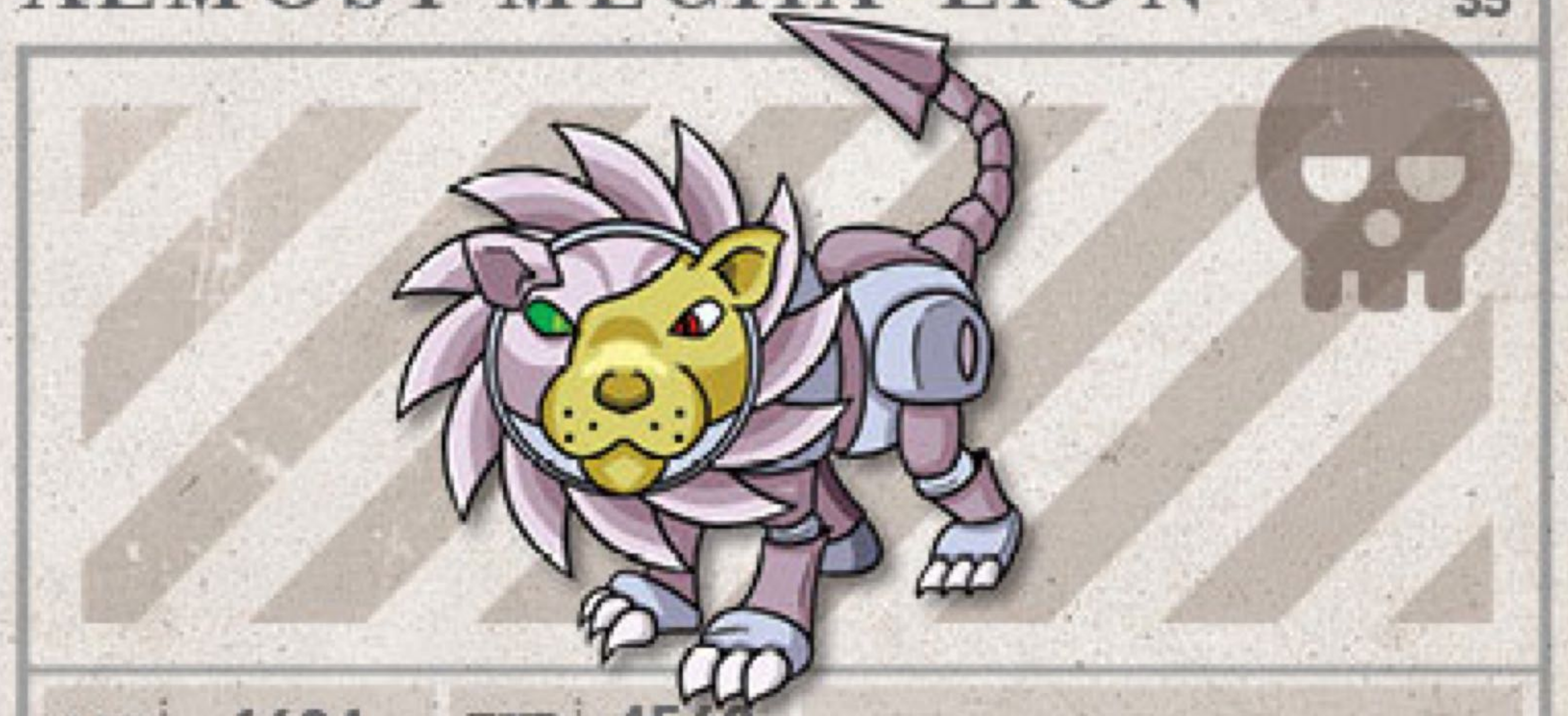
	FRONT	BACK
Off.	58	1
Def.	25	11
IQ	6	6
Spd.	20	1
Chp	1	

What a pig! These aggressive animals charge at anything they see, so try to maneuver around them while they make a beeline for where you were standing.

WEAKNESS 🔥 ⚡ 💣 ≋ zZ 🌀 👁 « ☺

ALMOST MECHA-LION

LVL 35



☠

HP	1684	EXP	4560	DROPS
PP	0	DP	848	

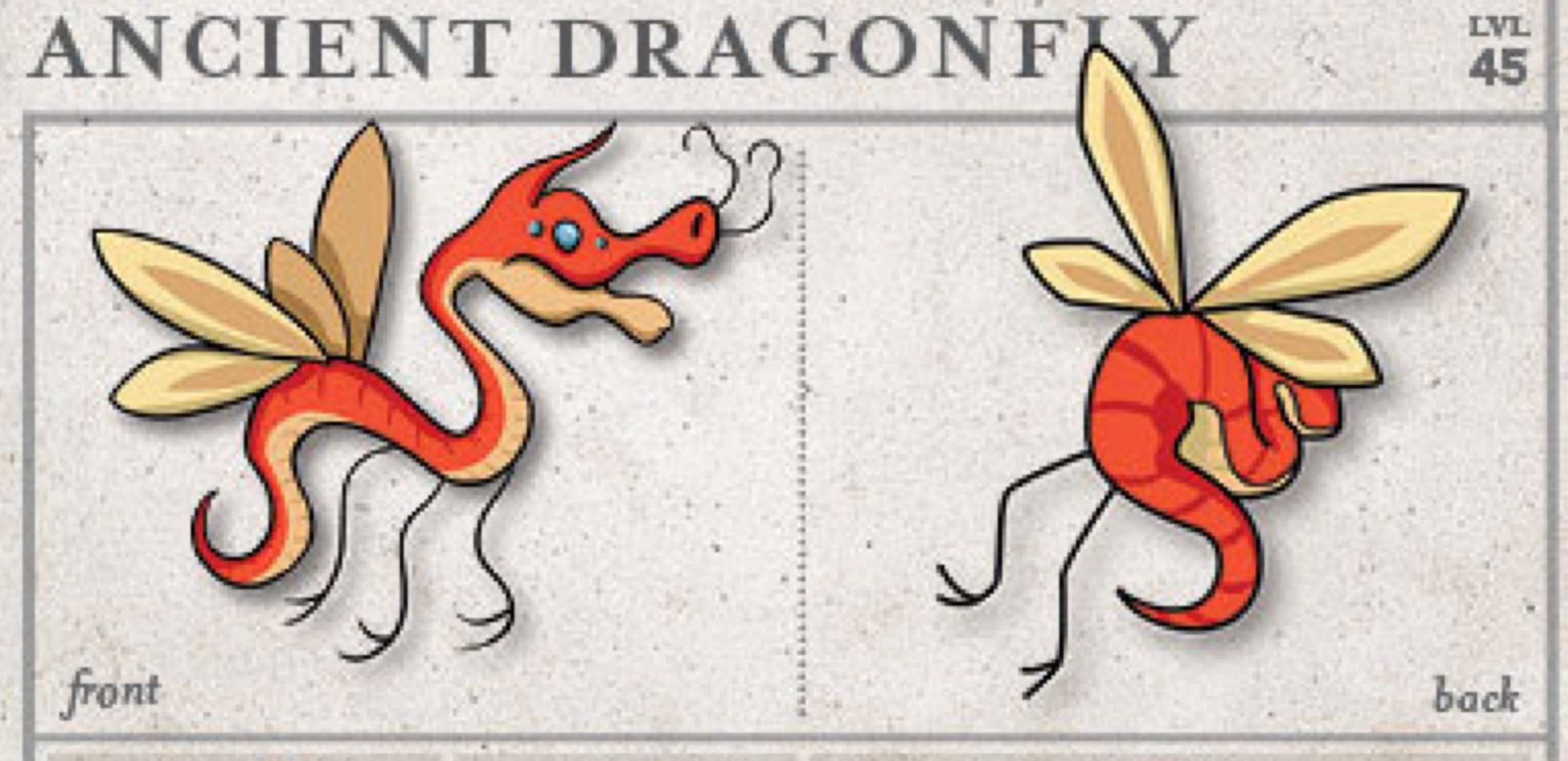
	FRONT	BACK
Off.	126	1
Def.	60	42
IQ	36	36
Spd.	42	1
Chp	7	

This almost beast is extremely powerful, and its only exploitable weakness is a vulnerability to crying. Have Lucas use these attacks while Boney keeps your party healed: PK Flash, PSI Counter, Defense/Offense Up, Thunder Bombs.

WEAKNESS ❄ ⚡ ≋ 👁 ☺

ANCIENT DRAGONFLY

LVL 45



HP	402	EXP	612
PP	0	DP	98

Beef Jerky (15%)

DROPS

	FRONT	BACK
Off.	118	1
Def.	55	54
IQ	30	30
Spd.	84	1

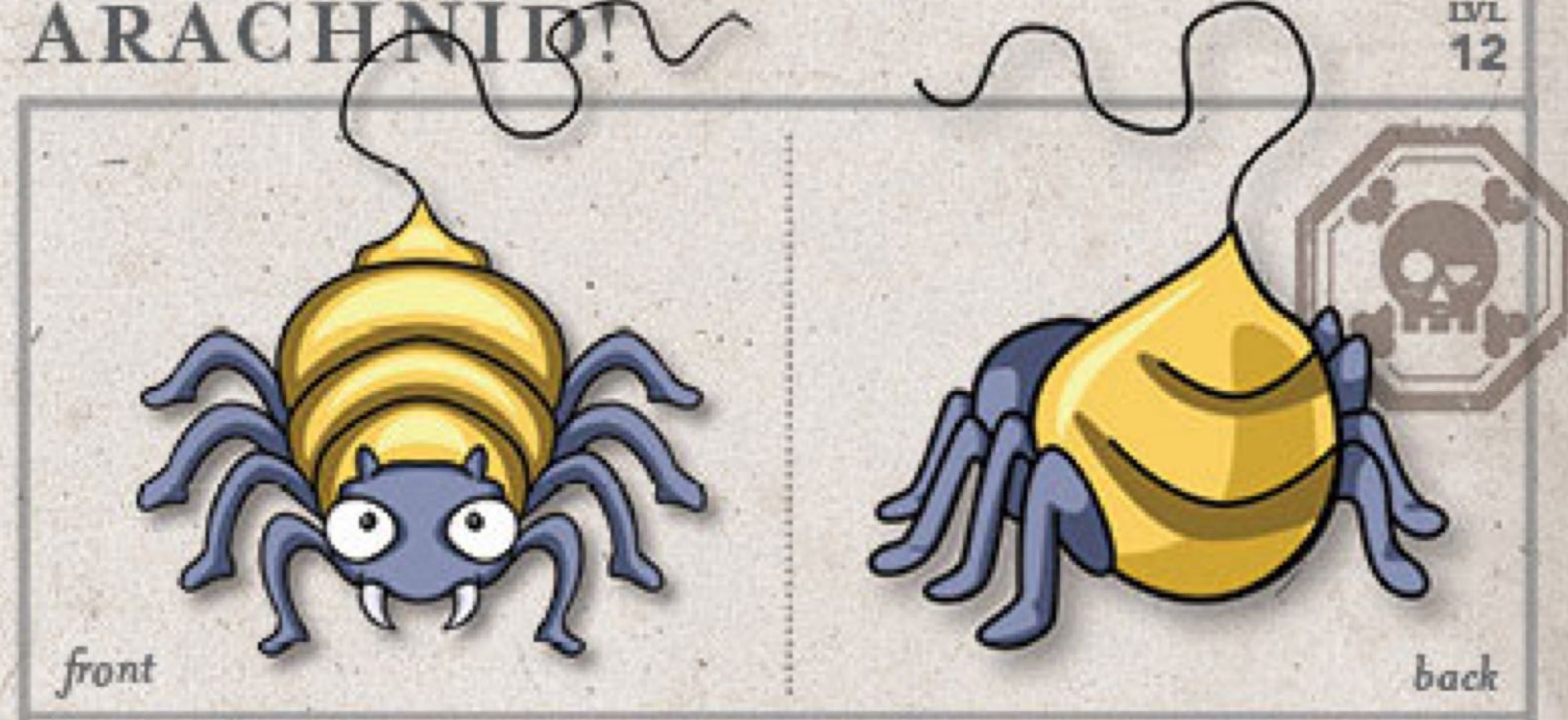
Chp 7

As the name and appearance imply, this insect can breathe fire at you. Luckily its HP and Defense are so low that a couple decent combos can knock it out of the canopy.

WEAKNESS

ARACHNID!

LVL 12



HP	60	EXP	20
PP	0	DP	0

Fresh Mint (20%)

DROPS

	FRONT	BACK
Off.	43	1
Def.	5	1
IQ	12	12
Spd.	24	1

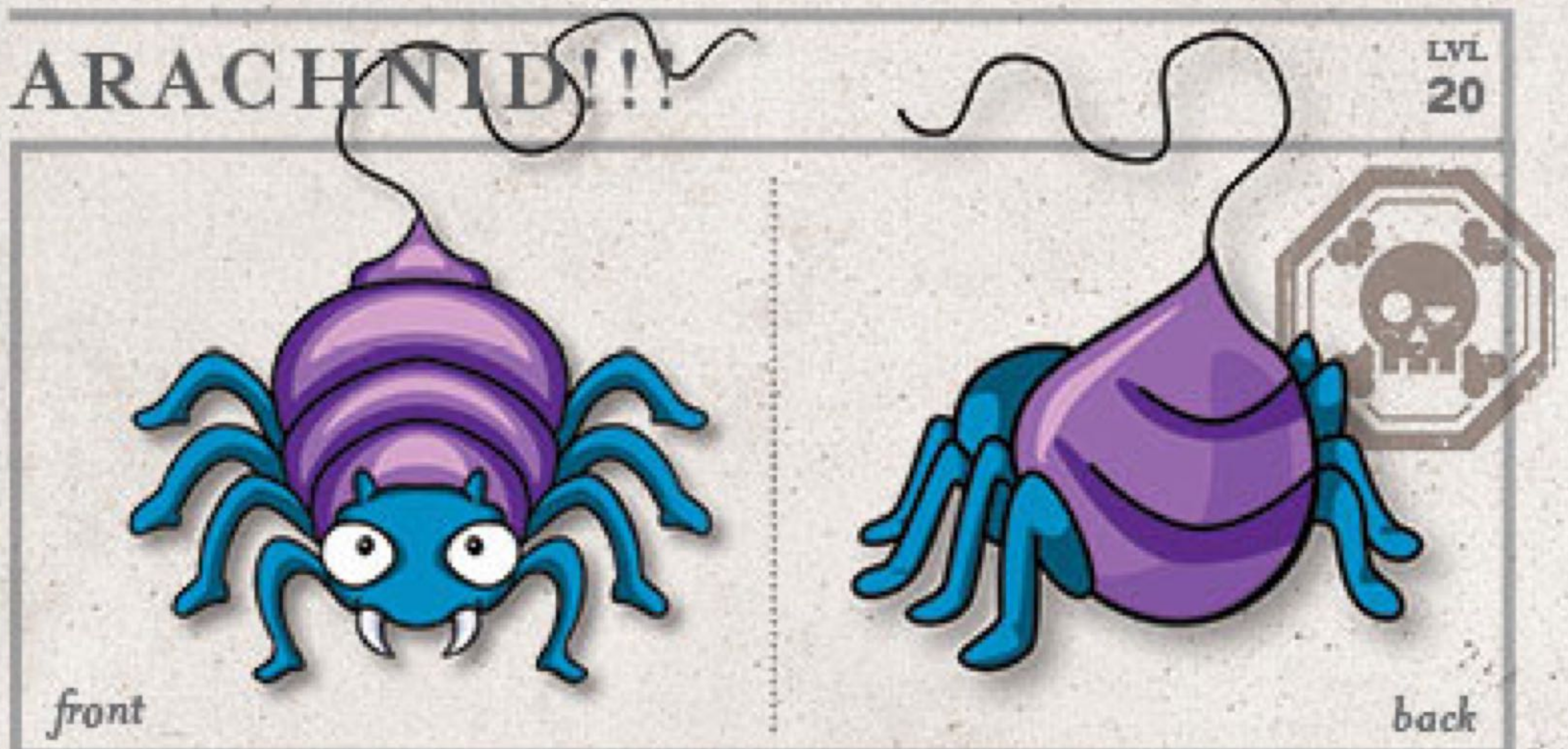
Chp 2,7

They'll try to trap you in their webs and may call for backup, but their defense is so low that they don't pose a real threat.

WEAKNESS

ARACHNID!!!

LVL 20



HP	178	EXP	41
PP	0	DP	18

Antidote (10%)

DROPS

	FRONT	BACK
Off.	58	1
Def.	10	5
IQ	12	14
Spd.	18	1

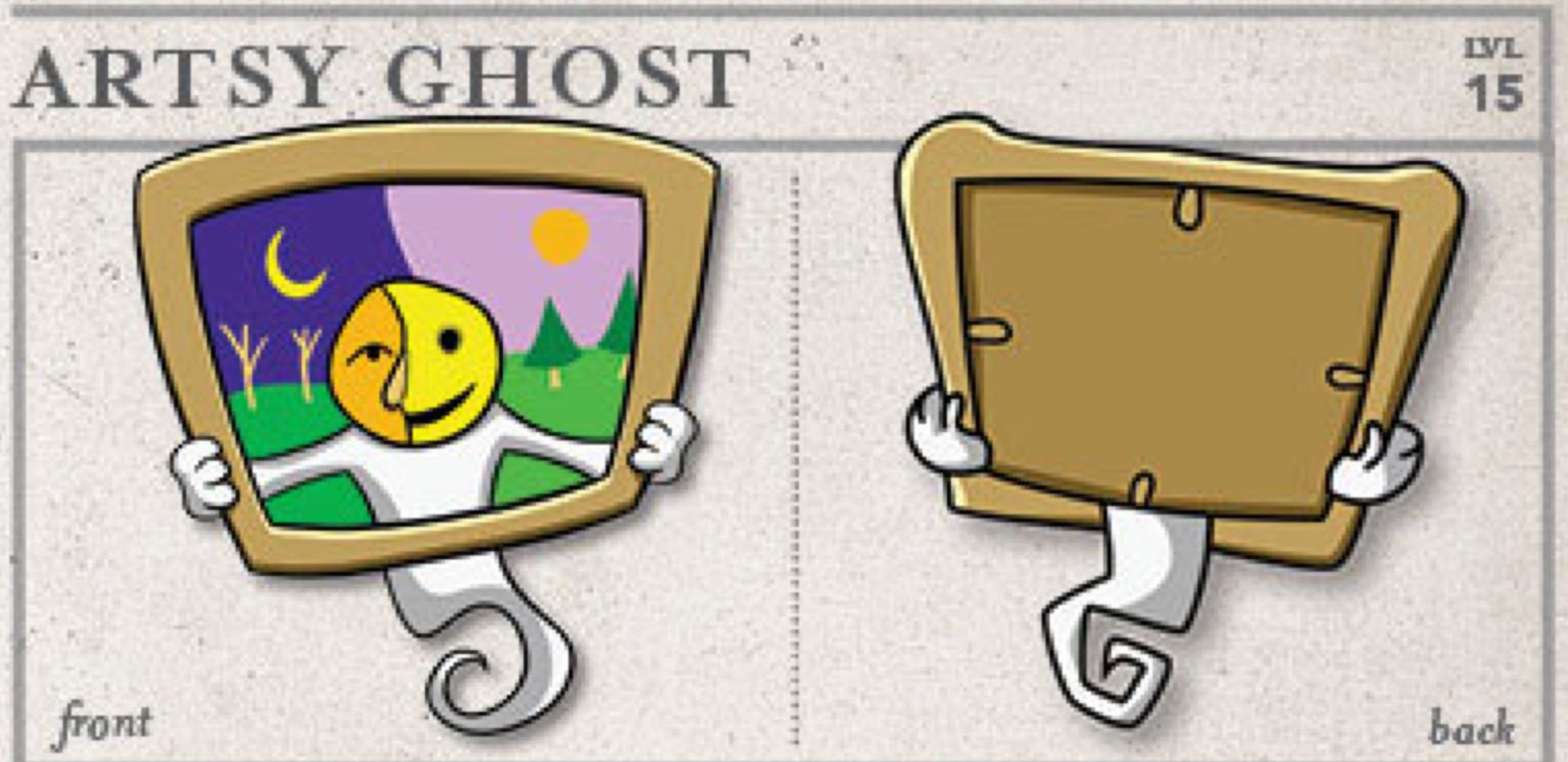
Chp 4

The extra emphasis really doesn't make these spiders much more intimidating, but they can still poison you. Always use your Antidotes first—Lucas needs to conserve his PP!

WEAKNESS

ARTSY GHOST

LVL 15



HP	187	EXP	46
PP	10	DP	0

Peculiar Cheese (15%)

DROPS

	FRONT	BACK
Off.	55	1
Def.	18	13
IQ	20	20
Spd.	21	1

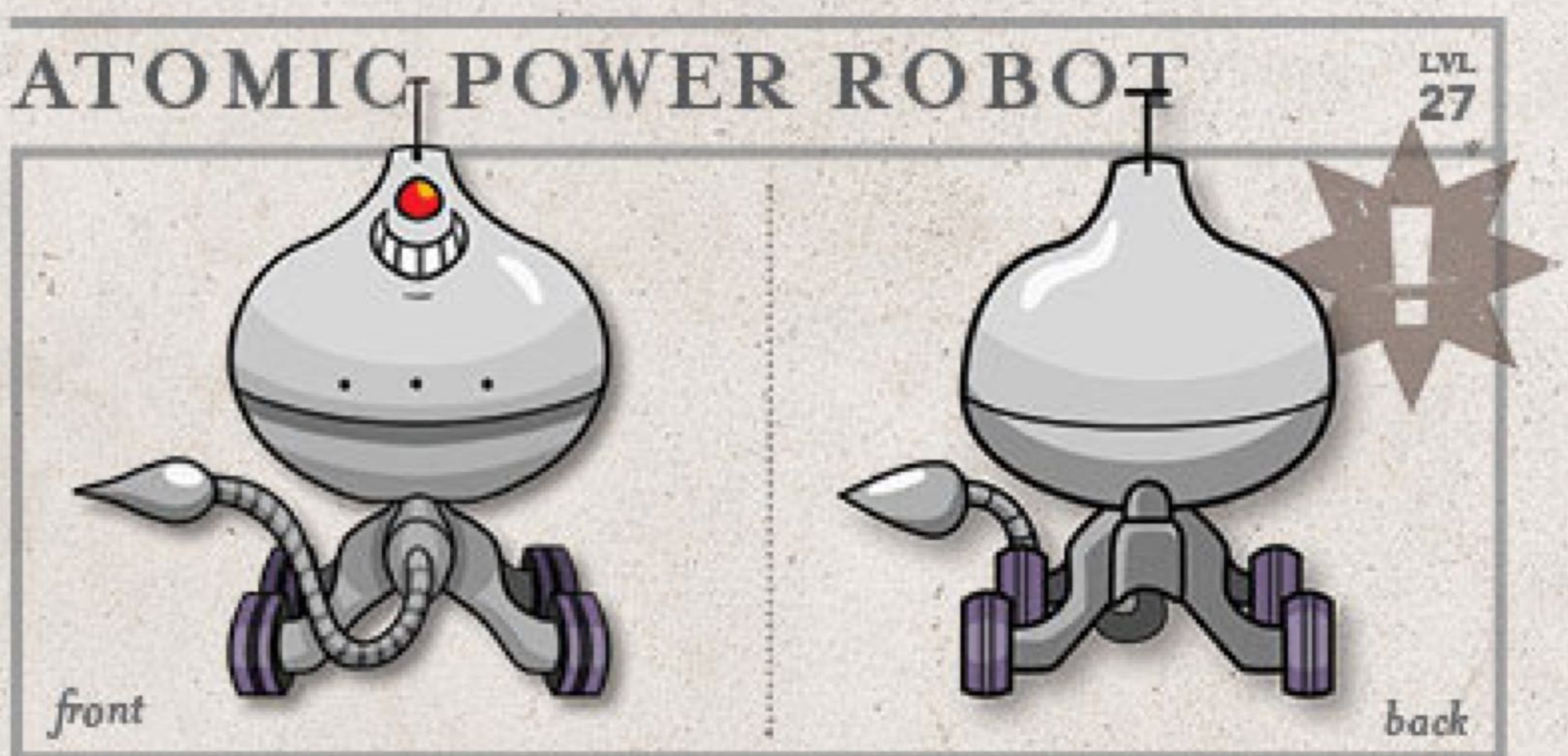
Chp 2

He may divide opinion, but his PSI Freeze leaves most critics cold. Tack him to the wall with some staples if you want to live!

WEAKNESS

ATOMIC POWER ROBOT

LVL 27



HP	350	EXP	105
PP	0	DP	68

Bomb (3%)

DROPS

	FRONT	BACK
Off.	64	1
Def.	26	20
IQ	23	23
Spd.	27	1

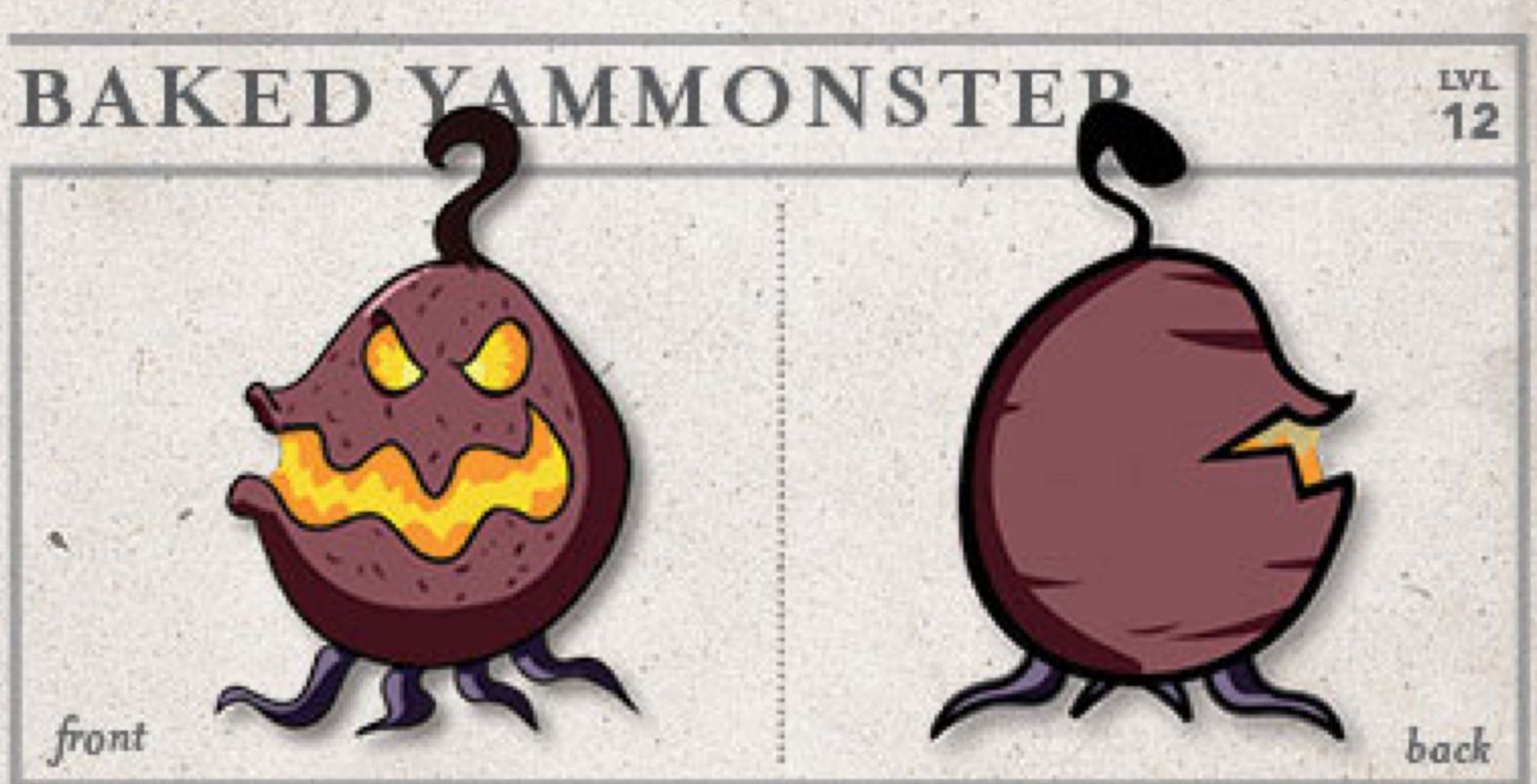
Chp 5,7

This refueling bot has deadly beams and an annoying capacity for recharging itself. Upon defeat, the machine will self-destruct! End the battle quickly to lessen the damage.

WEAKNESS

BAKED YAMMONSTER

LVL 12



HP	154	EXP	42
PP	0	DP	0

Baked Yam (50%)

DROPS

	FRONT	BACK
Off.	48	1
Def.	8	3
IQ	13	13
Spd.	15	1

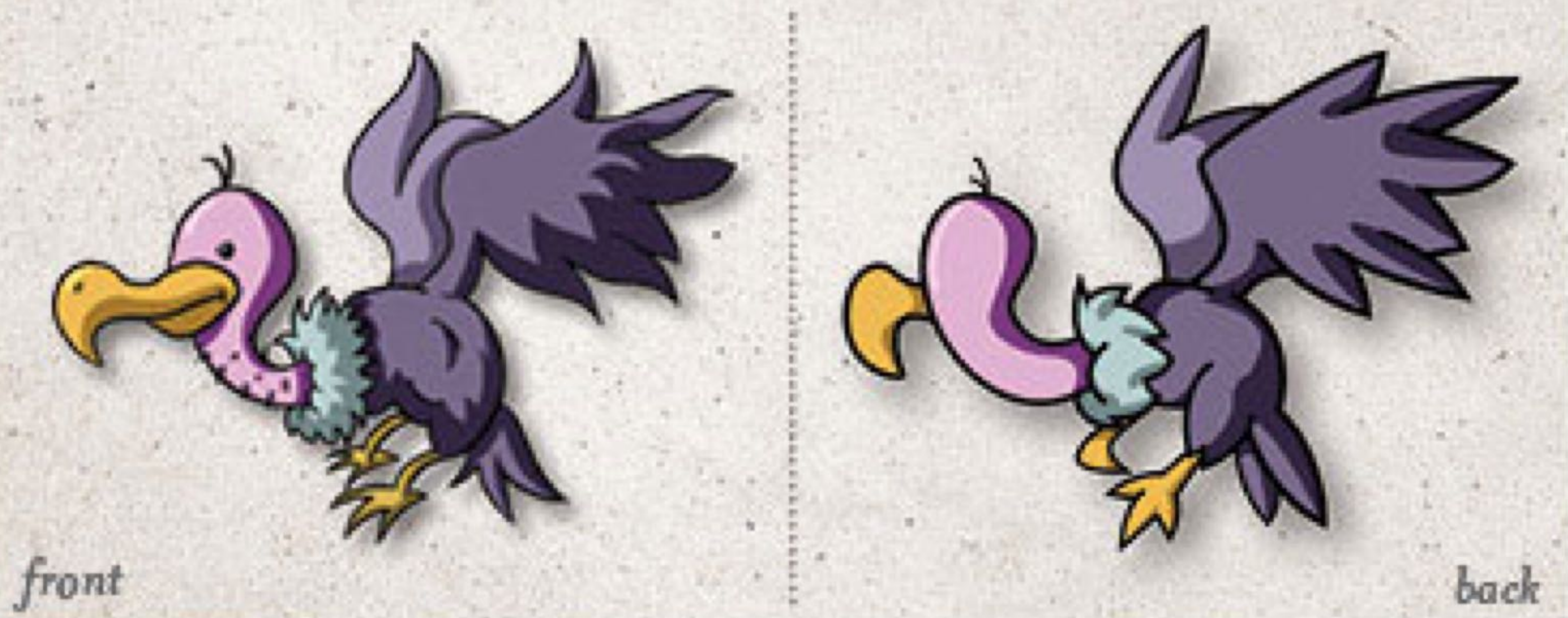
Chp 1

This bitter sweet potato-like foe may look sinister, but it's not much of a fighter. A few attacks ought to put it one step closer to the dinner table.

WEAKNESS

BALDING EAGLE

LVL 15



HP	80	EXP	68
PP	0	DP	0

DROPS: Beef Jerky (70%)

	FRONT	BACK
Off.	53	1
Def.	16	15
IQ	16	12
Spd.	24	1

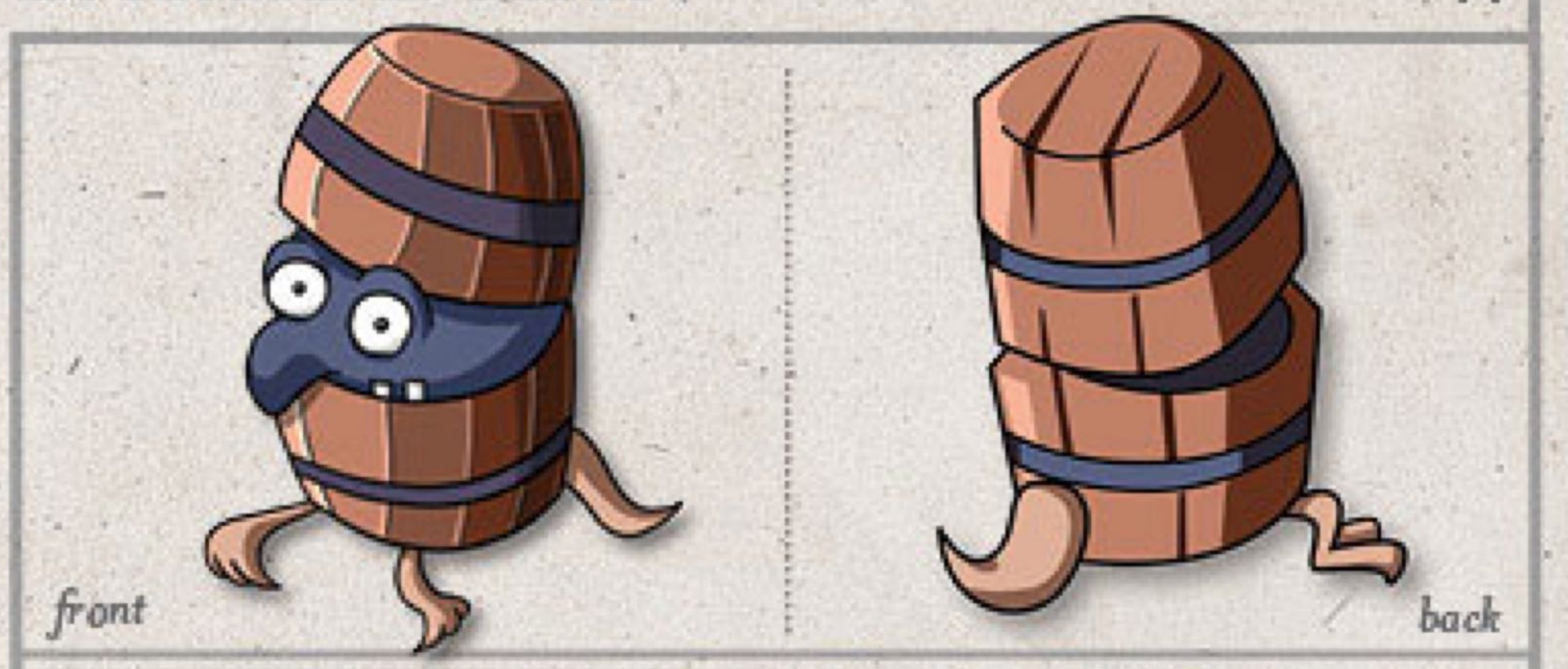
Chp: 1,7

From the sky descends this avid avian! It might be tough to dodge their quick swoop from above, but the fight is well worth the jerky they frequently drop.

WEAKNESS

BARREL MAN

LVL 14



HP	100	EXP	32
PP	0	DP	0

DROPS: Nut Bread (70%)

	FRONT	BACK
Off.	50	1
Def.	18	12
IQ	17	17
Spd.	15	1

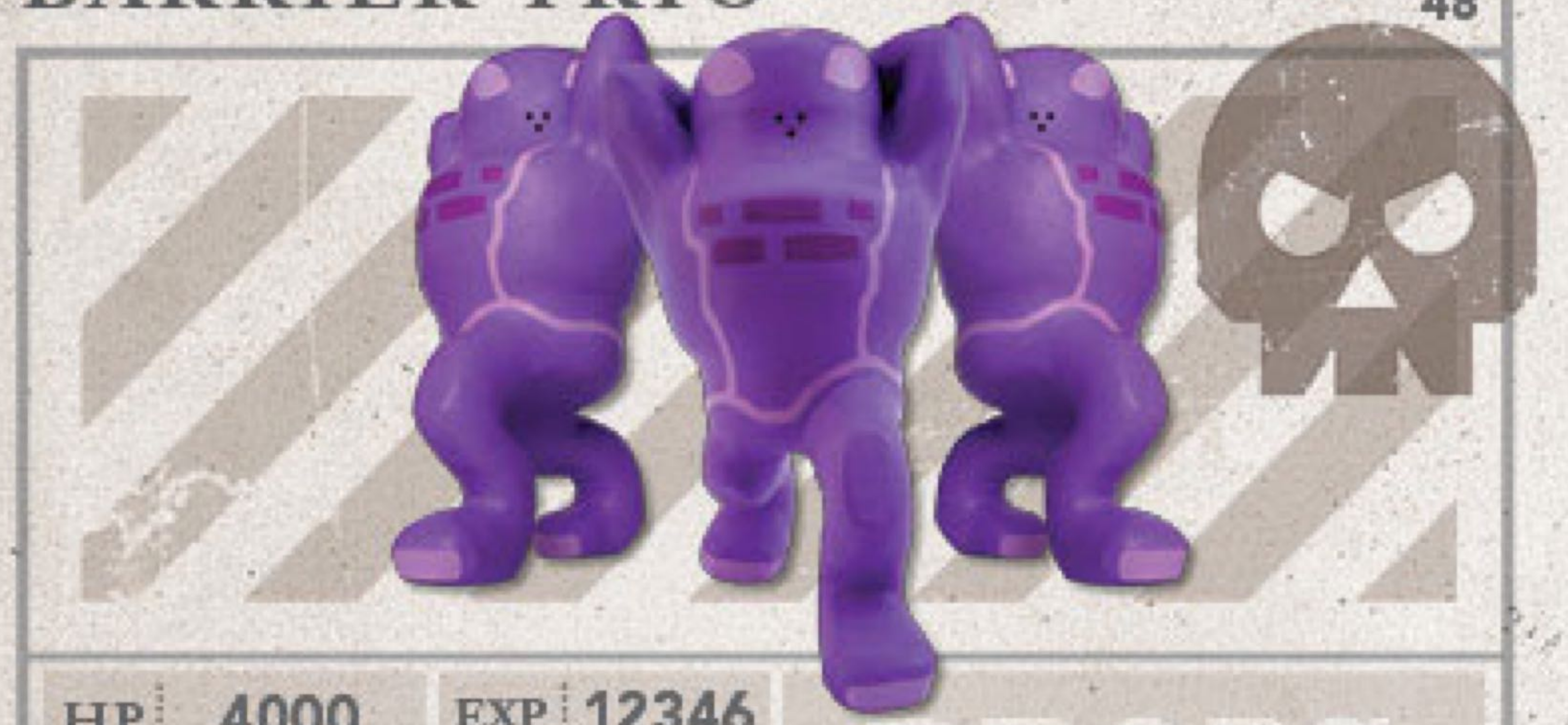
Chp: 2,3,4,5,7

He's not a barrel of laughs and he's not very strong. Give him the old one-two and watch him roll away.

WEAKNESS

BARRIER TRIO

LVL 48



HP	4000	EXP	12346
PP	999	DP	1538

DROPS

	FRONT	BACK
Off.	145	145
Def.	121	121
IQ	70	70
Spd.	41	41

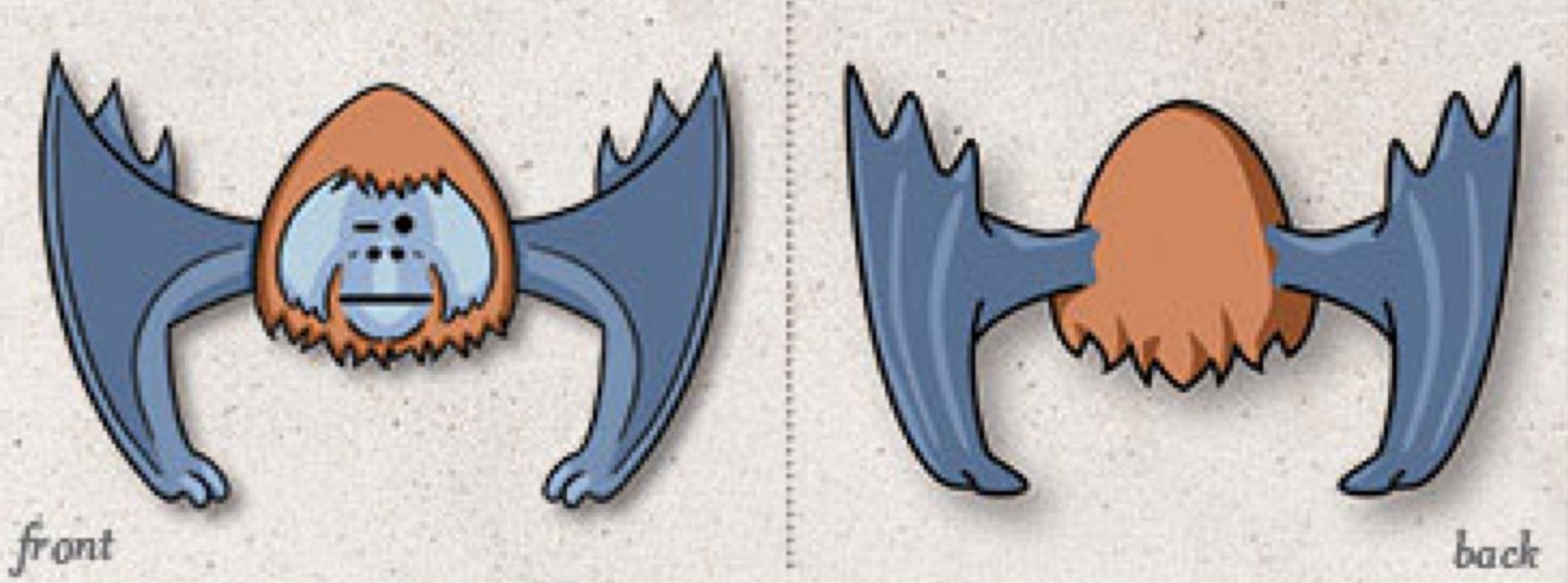
Chp: 7

Starts with a shield: Elemental weakness varies on which person calls the pose. B-Man: Immune to Freeze/Thunder, Weak to Fire. B-Gal: Immune to Fire/Thunder, Weak to Freeze. B-Dude: Immune to Fire/Freeze, Weak toThunder.

WEAKNESS

BATANGUTAN

LVL 28



HP	213	EXP	70
PP	0	DP	50

DROPS: Ancient Banana (15%)
Luxury Banana (5%)

	FRONT	BACK
Off.	60	1
Def.	20	13
IQ	22	22
Spd.	18	1

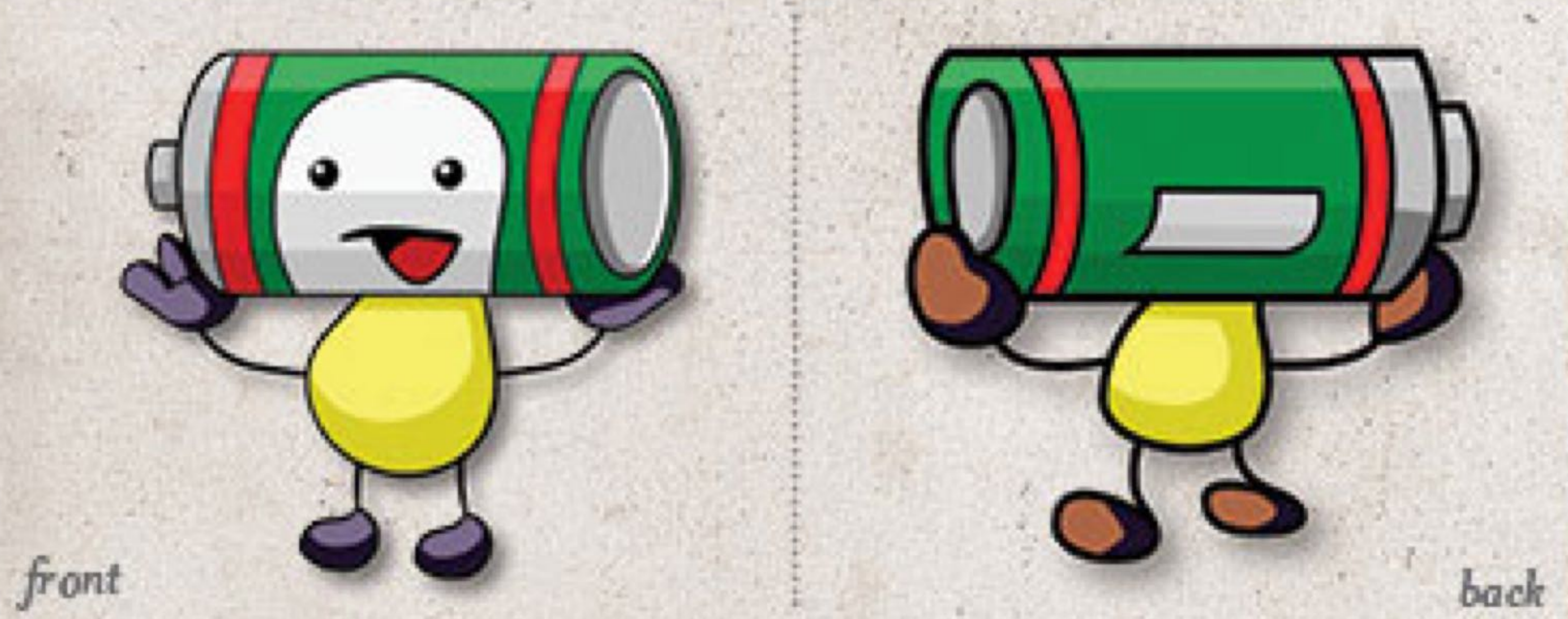
Chp: 4,5,7

Is it itching for a fight or itching from the fleas it carries? Either way, it's low offense and HP make it pretty easy to knock over.

WEAKNESS

BATTERY MAN

LVL 28



HP	300	EXP	165
PP	0	DP	26

DROPS: Made-You-Look (15%)

	FRONT	BACK
Off.	85	1
Def.	27	22
IQ	26	26
Spd.	54	1

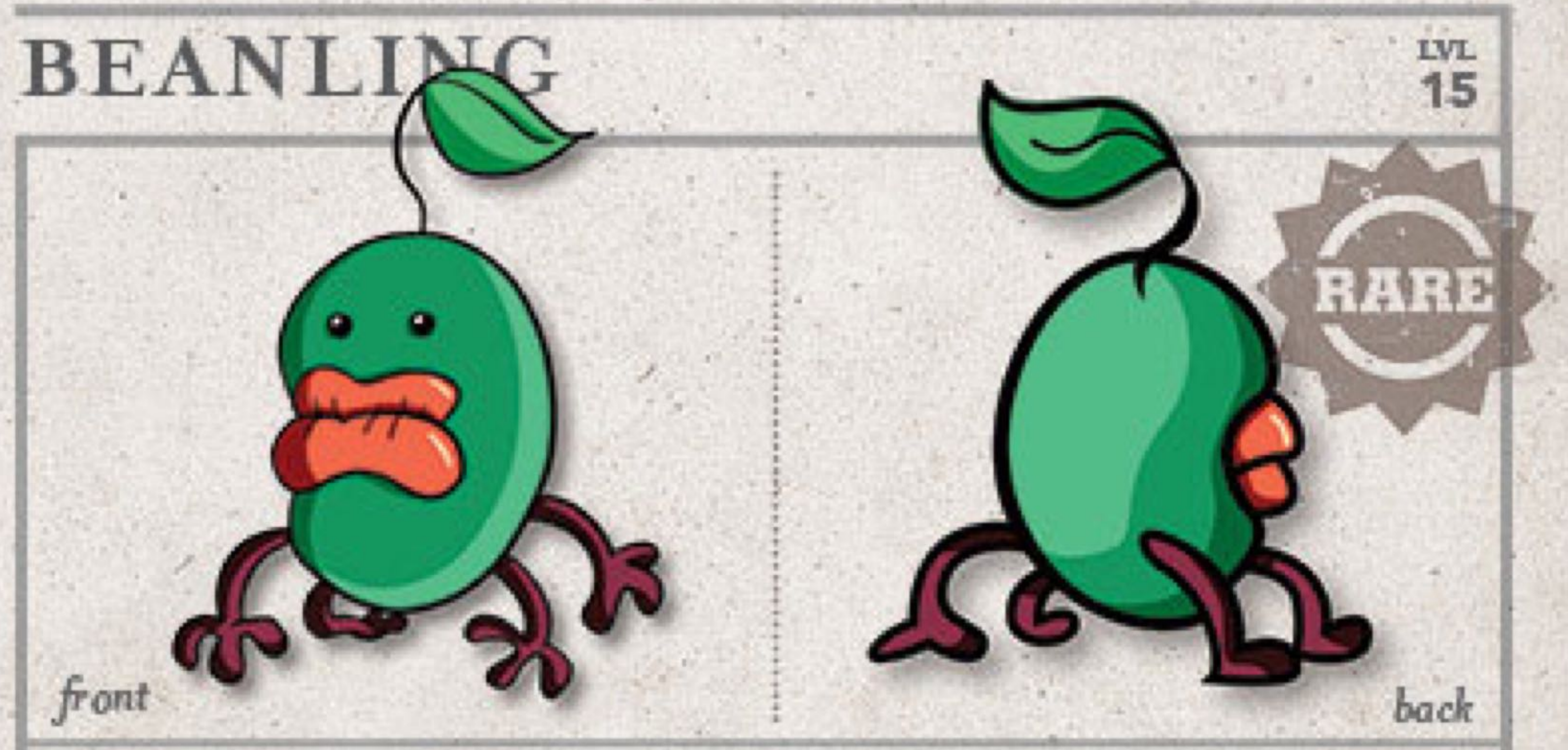
Chp: 5

This little guy is pretty easy to handle, but if he's teamed up with a Minor Robot he'll sacrifice himself to restore the robot's charge!

WEAKNESS

BEANLING

LVL 15



HP	138	EXP	538
PP	150	DP	0

DROPS: A bunch of EXP!

	FRONT	BACK
Off.	43	1
Def.	20	13
IQ	20	1
Spd.	28	1

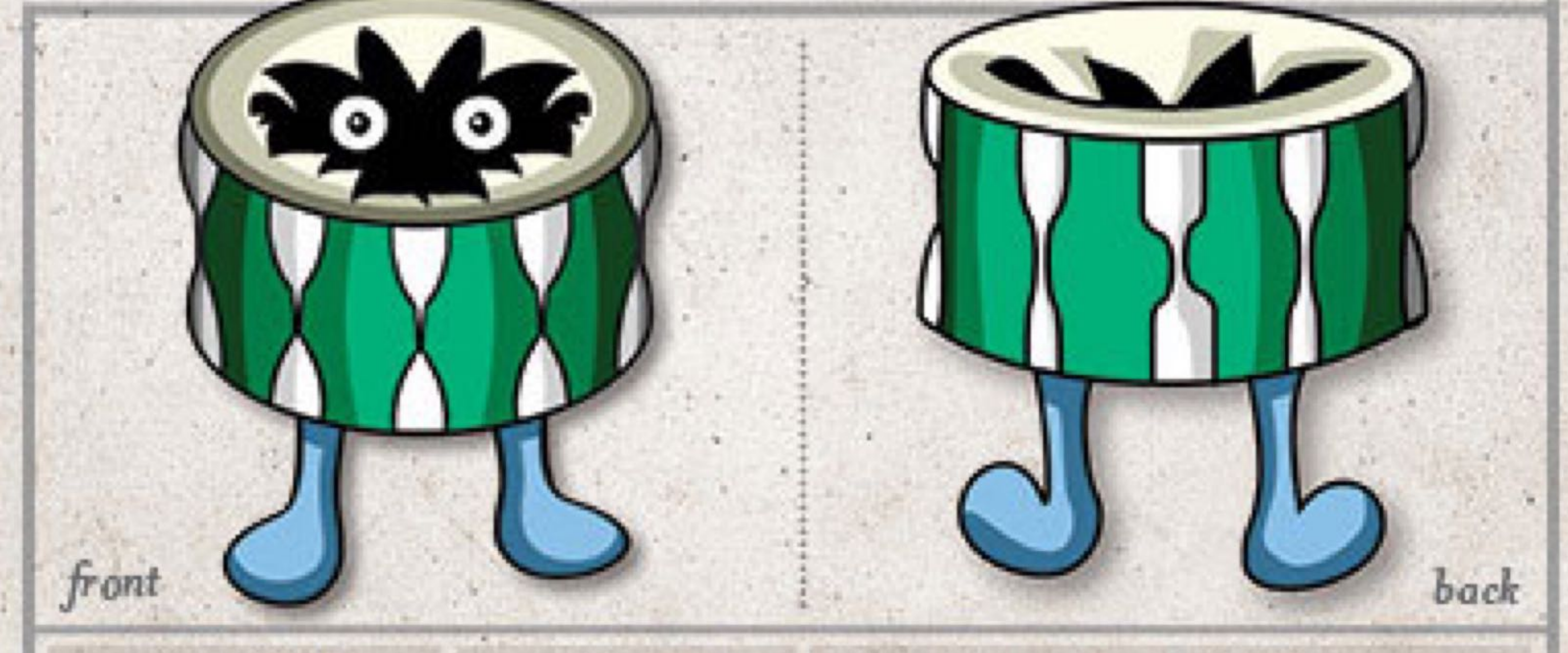
Chp: 1

It may seem like a pushover since it runs from you, but this plant packs PK Fire a if you manage to fight it face-to-face.

WEAKNESS

BEATEN DRUM

LVL 25



HP	312	EXP	86
PP	0	DP	55

DROPS Sprinting Bomb (3%)

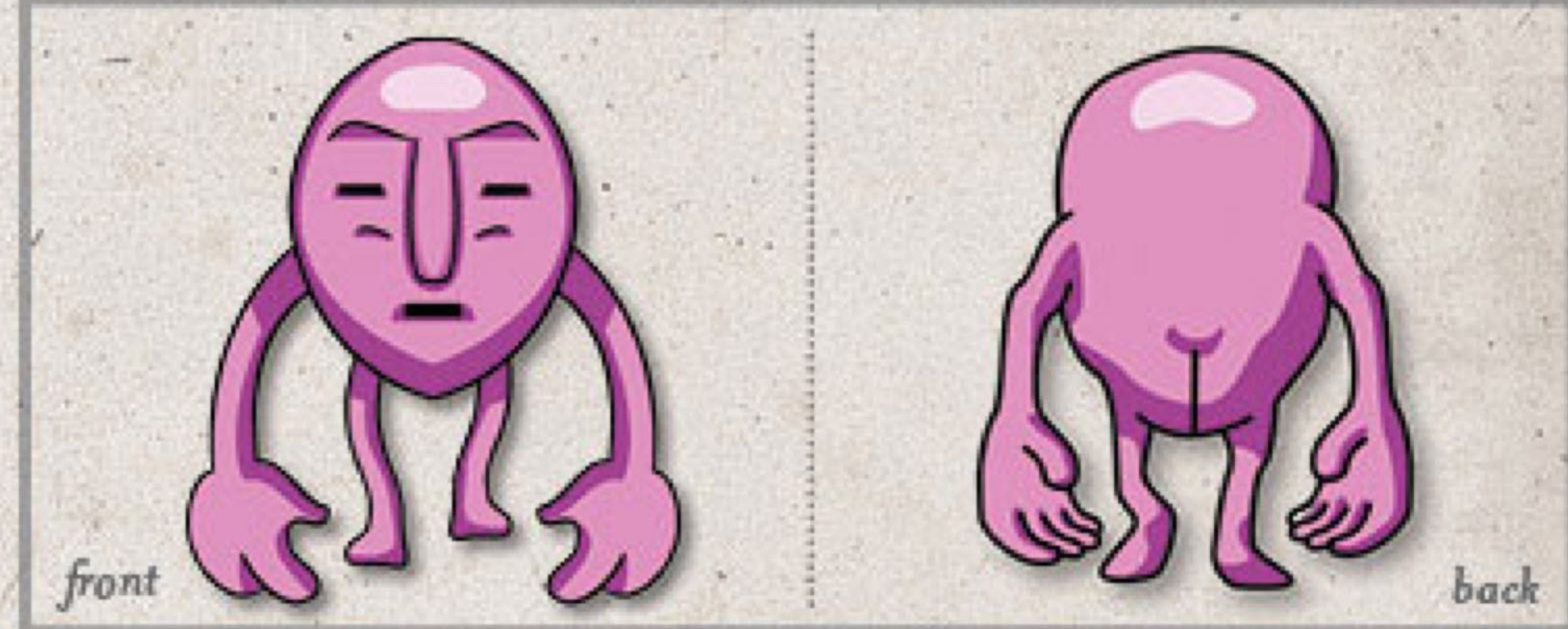
	FRONT	BACK
Off.	70	1
Def.	30	23
IQ	13	13
Spd.	12	1
Chp	4	

This drum wants to beat on you. It can change the tempo and music in battle and string together its own combos. Show this dumb drum who's boss!

WEAKNESS

BIG BRO

LVL 12



HP	67	EXP	15
PP	0	DP	0

DROPS Nut Cookie (70%)

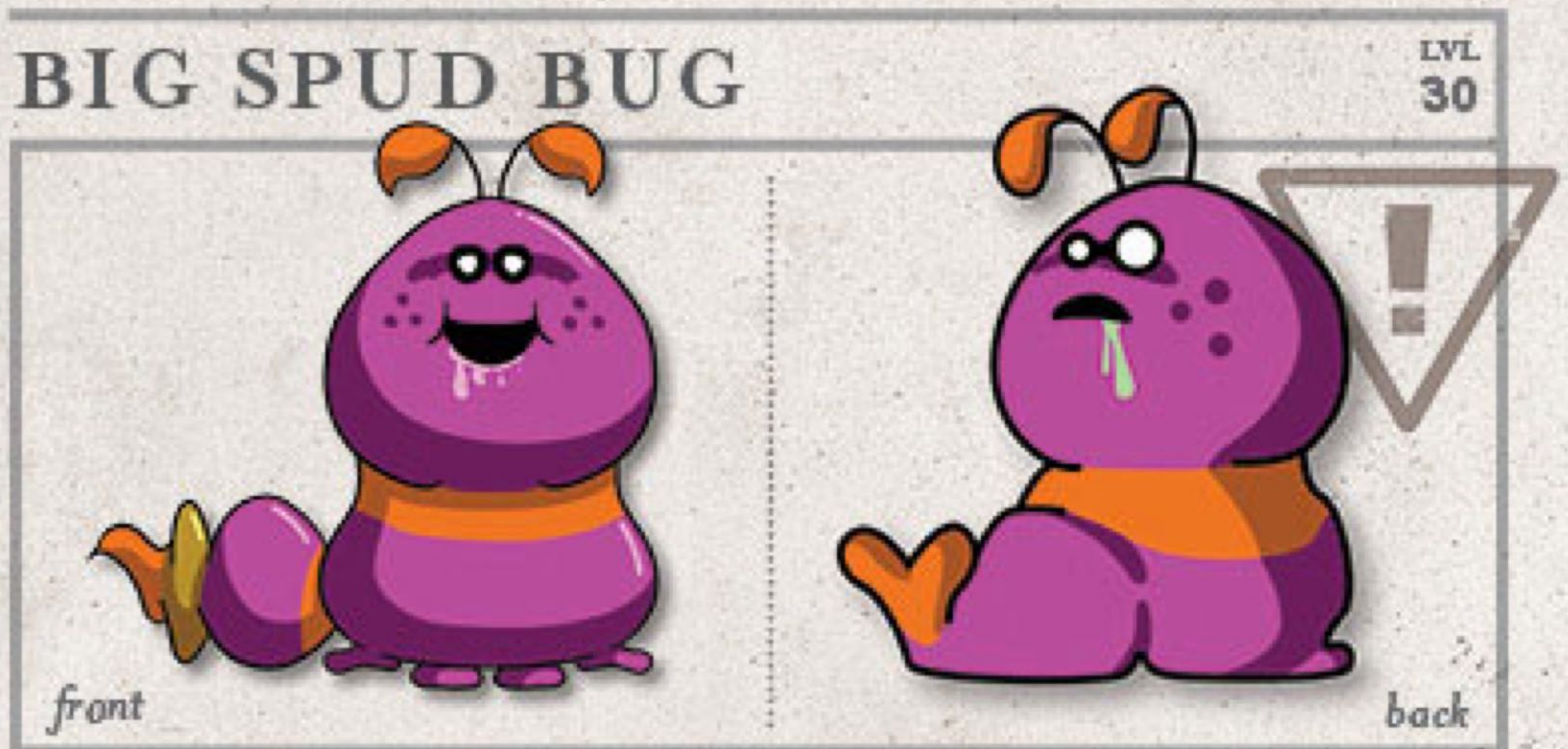
	FRONT	BACK
Off.	10	1
Def.	13	10
IQ	30	1
Spd.	28	1
Chp	2,3	

These sad looking guys hang out in the castle cellar. They'd like to use psychic powers, but can't. In fact, they won't attack you at all, so you can't lose!

WEAKNESS

BIG SPUD BUG

LVL 30



HP	280	EXP	159
PP	50	DP	21

DROPS Sprinting Bomb (3%)

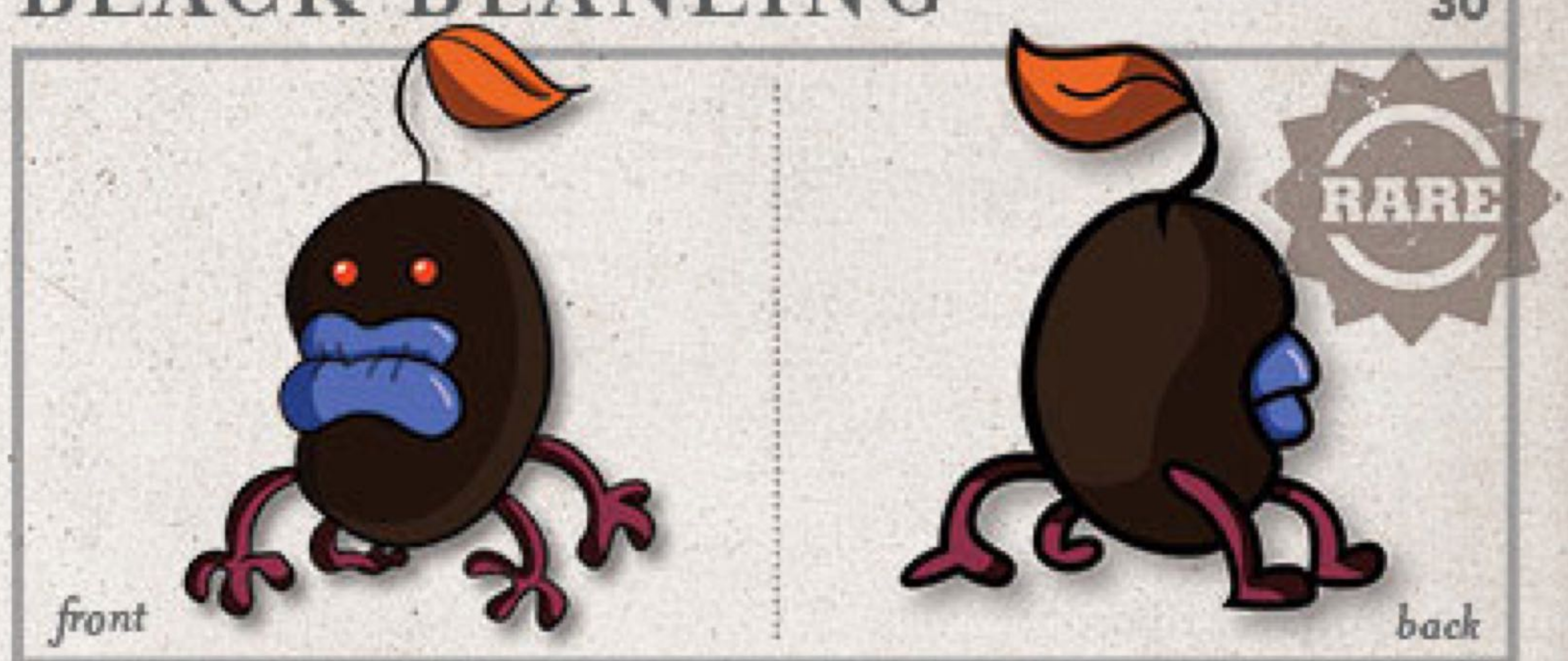
	FRONT	BACK
Off.	88	1
Def.	20	1
IQ	31	10
Spd.	32	1
Chp	4,5,7	

They hang out in gangs of three and can be a real threat if you're weak. Luckily they're pretty slow, so battles are easy to avoid.

WEAKNESS

BLACK BEANLING

LVL 30



HP	377	EXP	16080
PP	300	DP	0

DROPS At bunch of EXP!

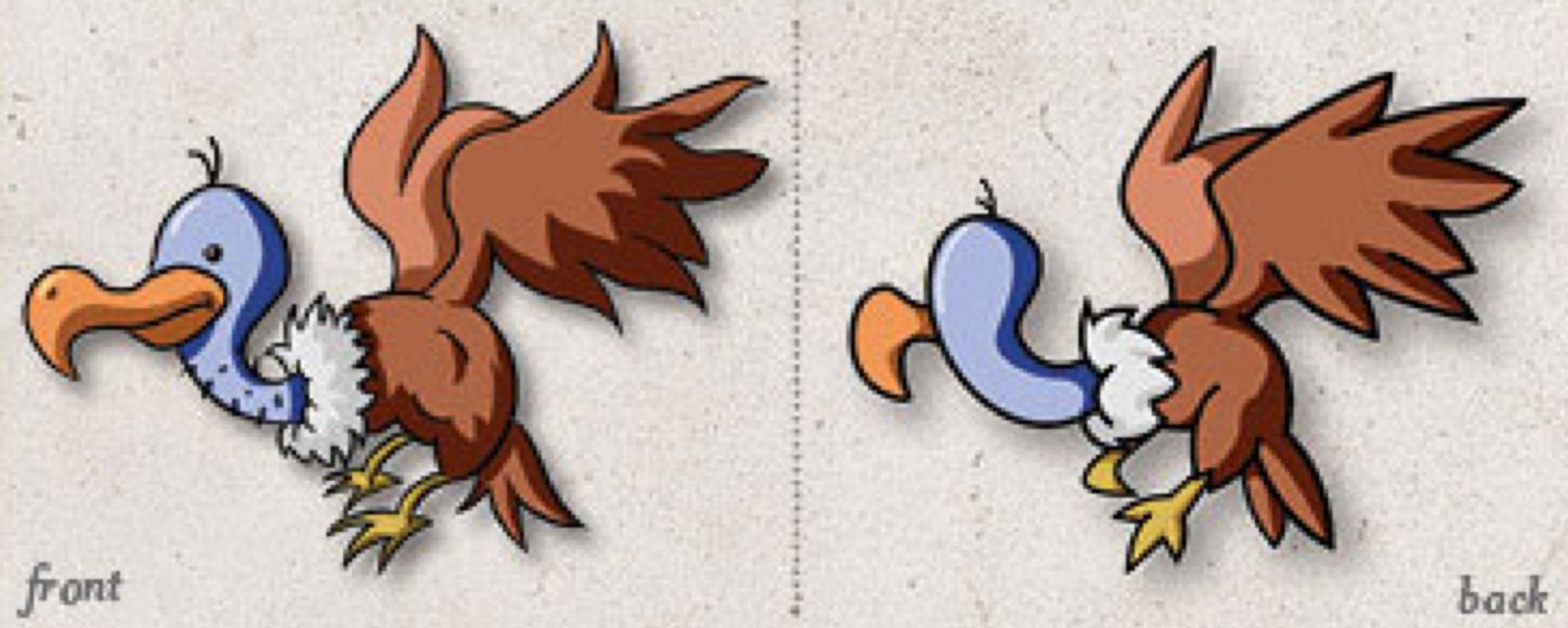
	FRONT	BACK
Off.	50	1
Def.	25	23
IQ	48	48
Spd.	99	1
Chp	4,5,7	

This bean, possibly darkened by the forest fire a few years ago, is hard to come by. If you happen to see one, chase it down! It gives an extraordinary amount of EXP, but with its PK powers of Fire, you may risk getting refried.

WEAKNESS

BLUE BLADING EAGLE

LVL 50



HP	568	EXP	1714
PP	0	DP	158

DROPS Double Jerky (15%)

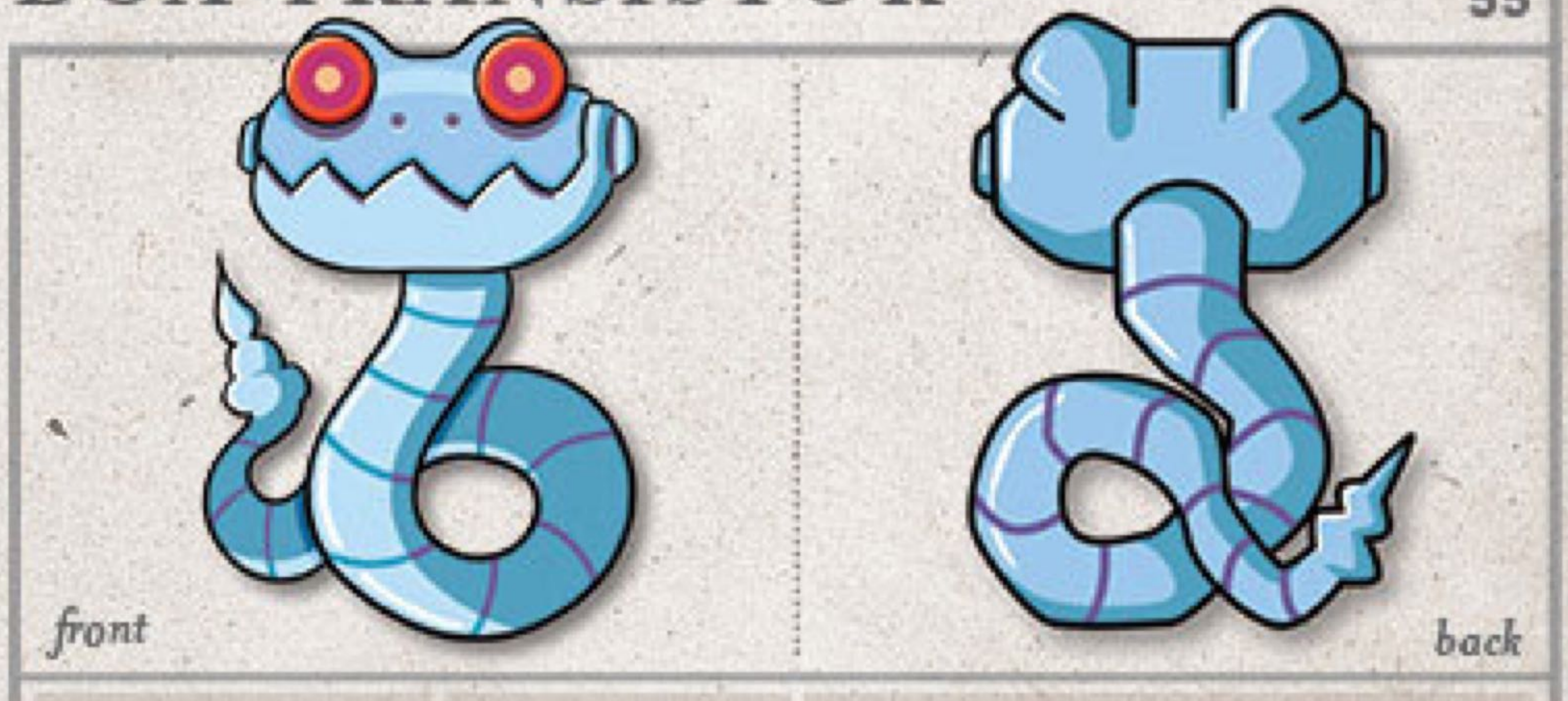
	FRONT	BACK
Off.	156	1
Def.	66	52
IQ	50	50
Spd.	69	1
Chp	7	

They're not especially threatening, but they do have pretty sharp talons. These birdbrains move quickly and often bring nearby Tender Loving Trees into battle with them.

WEAKNESS

BOA TRANSISTOR

LVL 55



HP	678	EXP	2623
PP	0	DP	182

DROPS Saltwater Gun (10%)

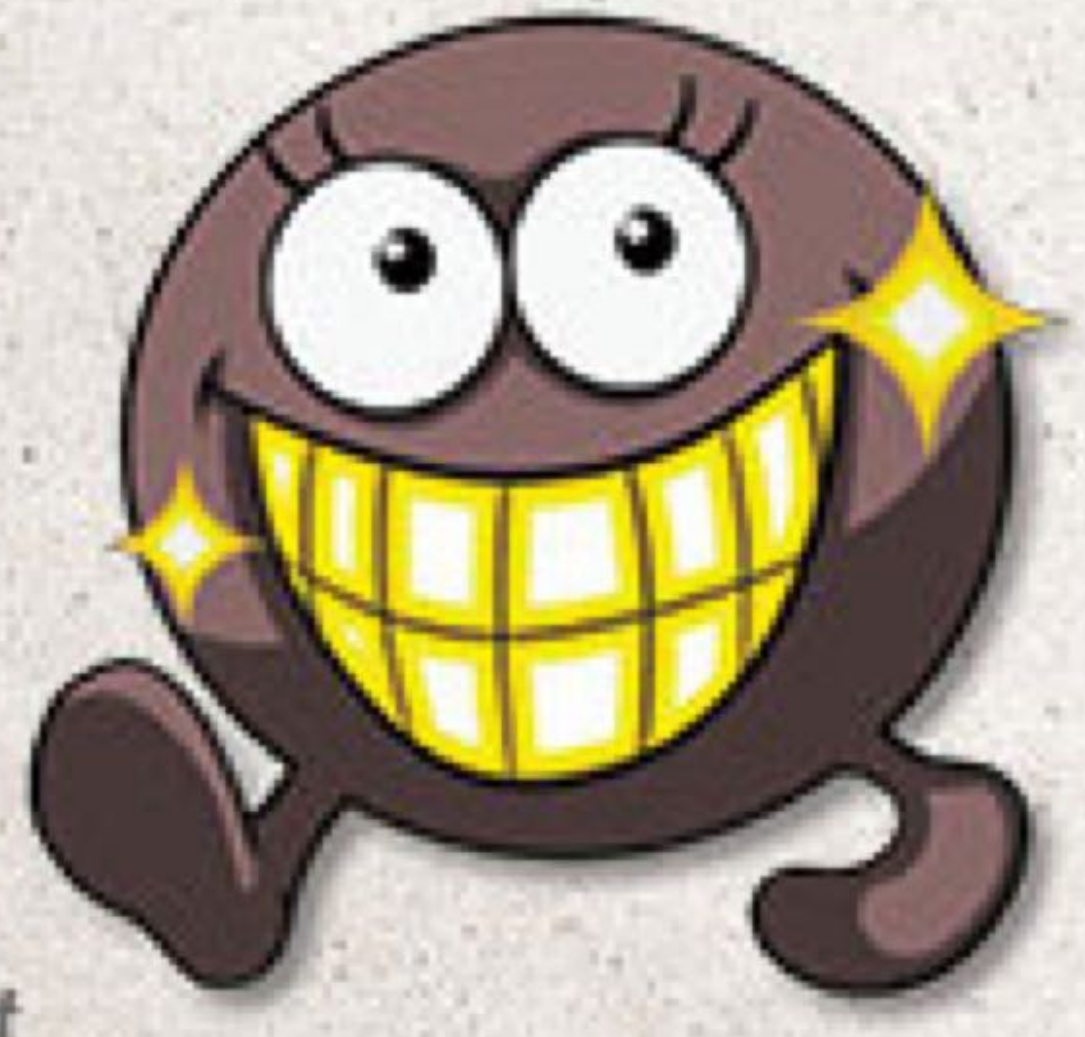
	FRONT	BACK
Off.	131	1
Def.	87	82
IQ	41	41
Spd.	58	1
Chp	8	

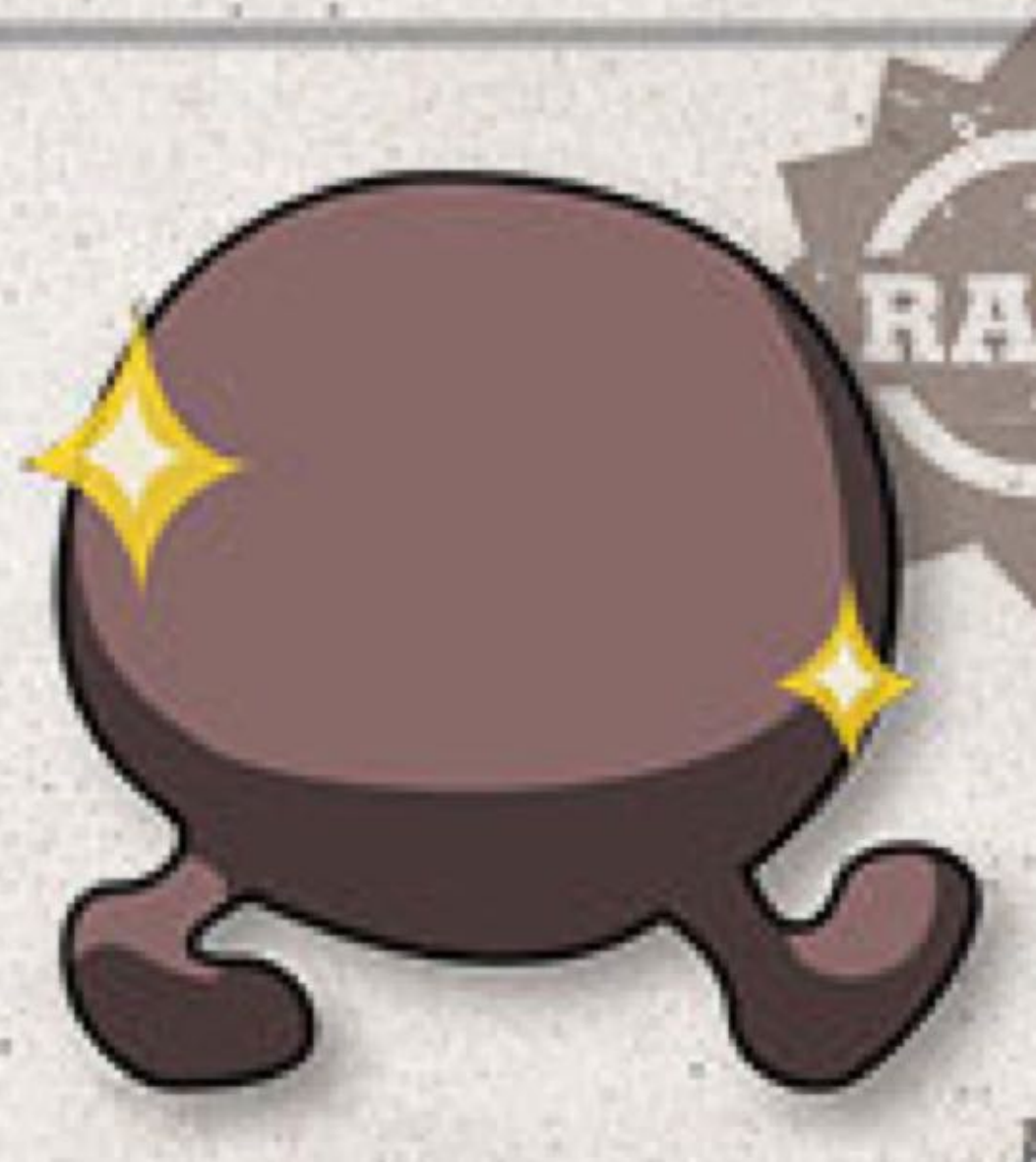
This annoyingly observant snake will try to trip you up, but its predictable weakness to lightning makes it pretty easy to shake.

WEAKNESS

BRIGHT SMILE

LVL 30





RARE

HP	278	EXP	90
PP	128	DP	2000

DROPS: A bunch of DP!

	FRONT	BACK
Off.	67	1
Def.	30	8
IQ	35	68
Spd.	65	1

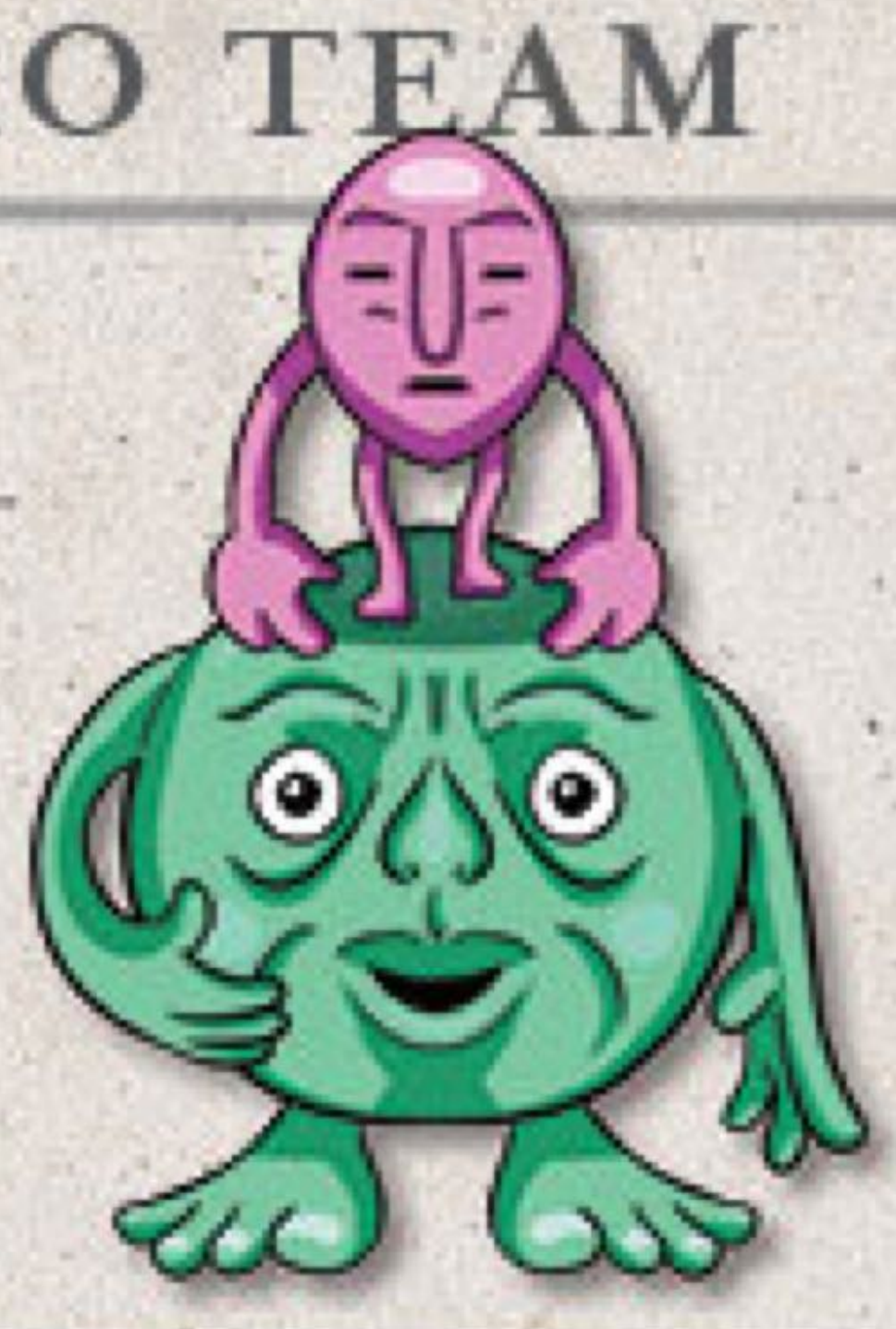
Chp 5,7

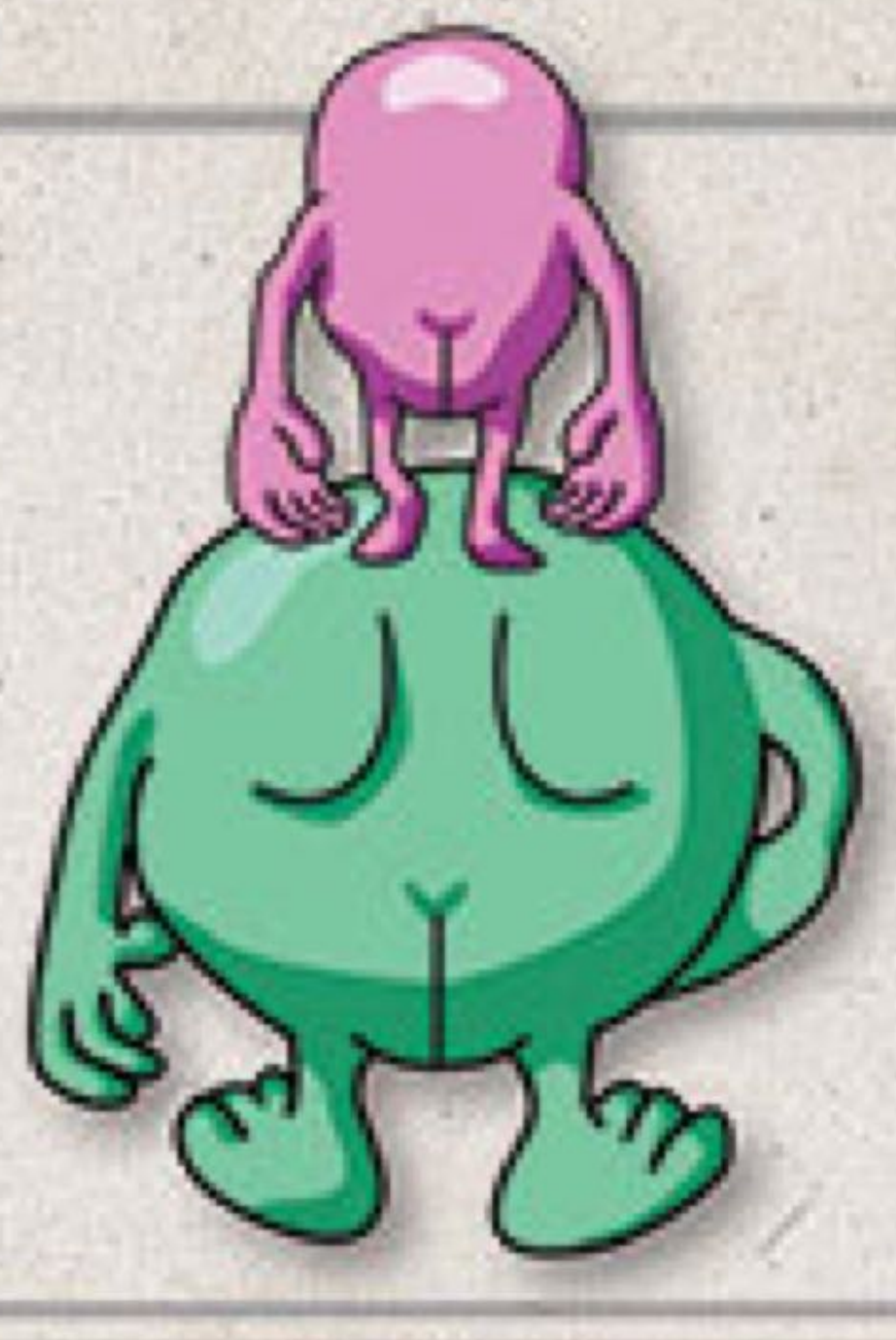
This dazzling foe's appearances are as short as they are rare, so make the most of your time by using super-powerful attacks. Wipe the smile off its face and you'll get a huge cash reward.

WEAKNESS

BRO TEAM

LVL 35





HP	380	EXP	447
PP	182	DP	70

DROPS: Nut Cookie (50%)
Beef Jerky (30%)

	FRONT	BACK
Off.	104	1
Def.	45	30
IQ	38	38
Spd.	32	1

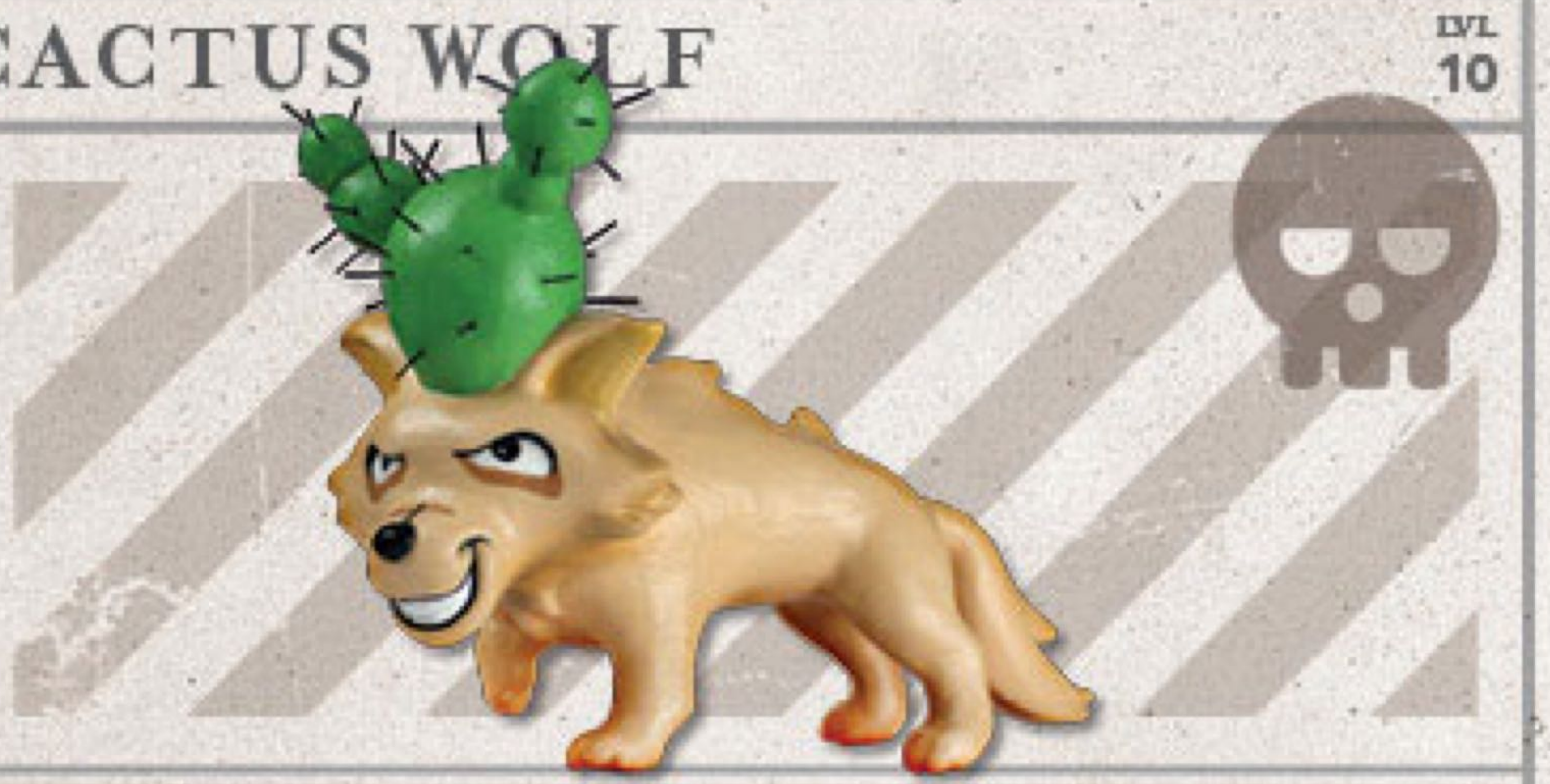
Chp 7

These guys are much tougher when they work together, serving as a valuable lesson to siblings everywhere. Use Flash to make them cry or just avoid them altogether.

WEAKNESS

CACTUS WOLF

LVL 10



HP	468	EXP	143
PP	0	DP	0

DROPS: Beef Jerky (100%)

	FRONT	BACK
Off.	43	1
Def.	20	11
IQ	10	12
Spd.	11	1

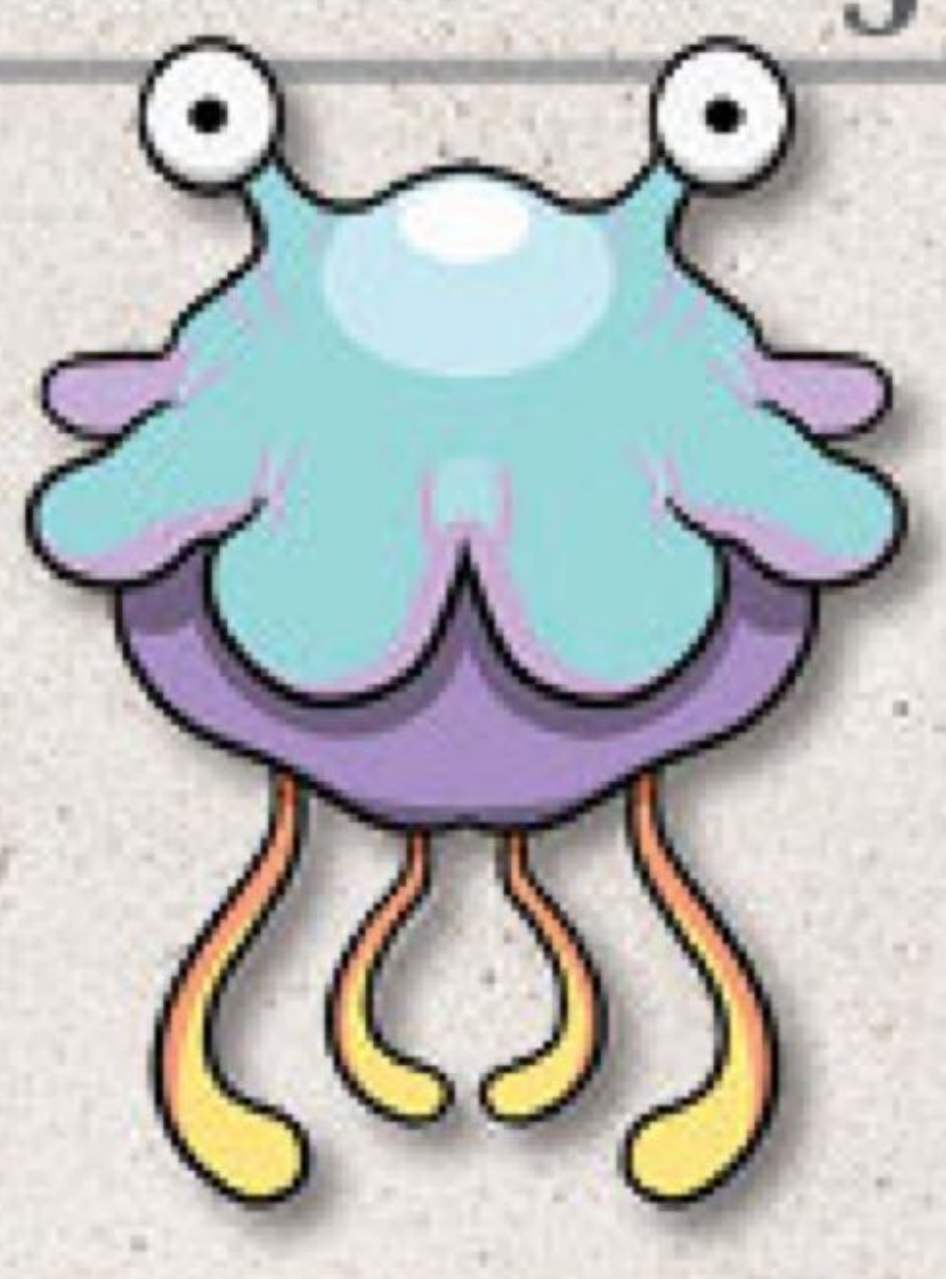
Chp 3

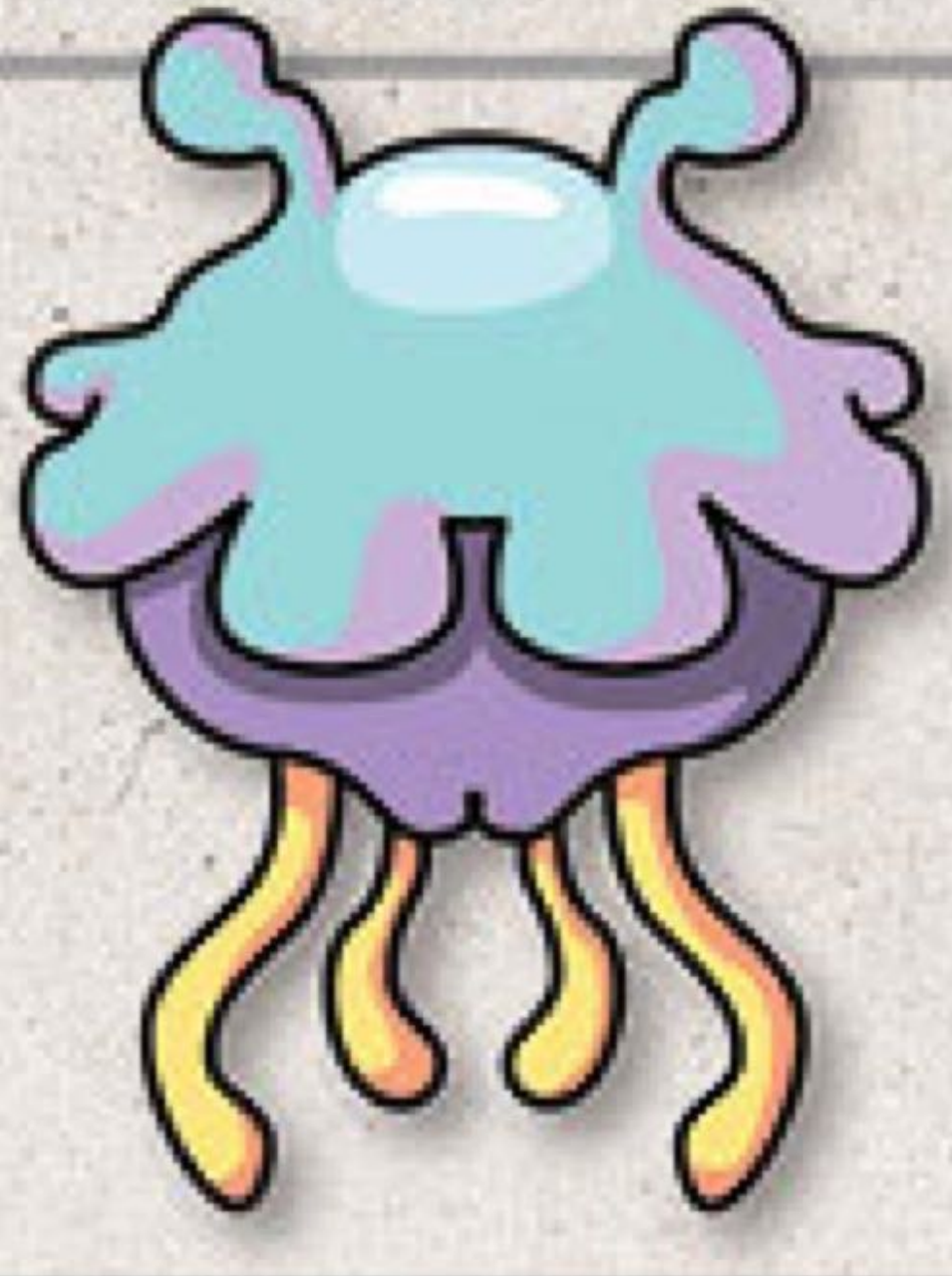
Use Running Bombs, if you have them. This foe has no status affecting skills, but it does use some tough attacks. Apologize is useless and Make Laugh has a low chance of success, so use Monkey Mimic when out of bombs.

WEAKNESS

CAREFREE JELLYFISH

LVL 45





HP	485	EXP	579
PP	0	DP	86

DROPS: Anti-Paralysis (20%)

	FRONT	BACK
Off.	111	1
Def.	50	31
IQ	30	50
Spd.	56	1

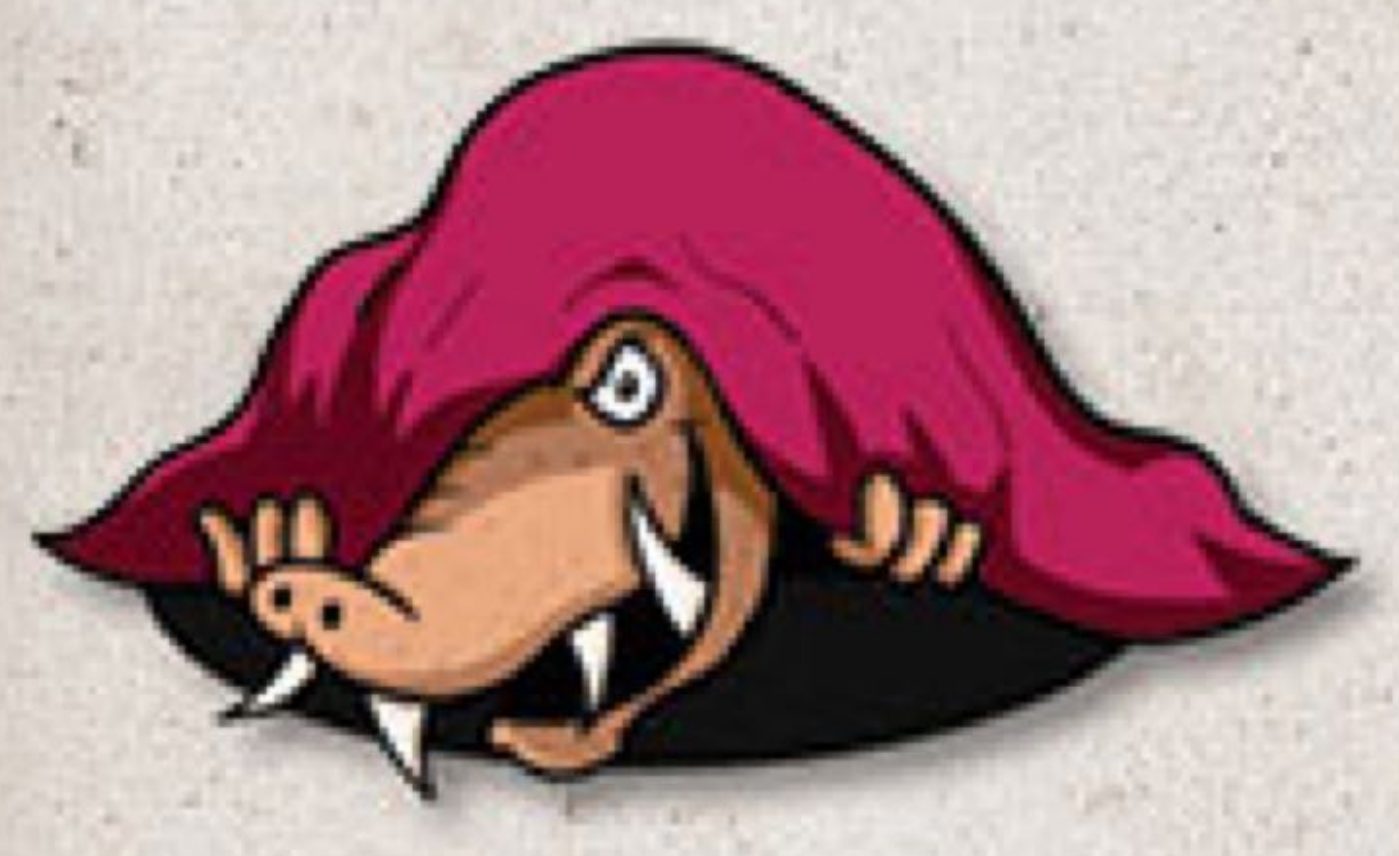
Chp 7

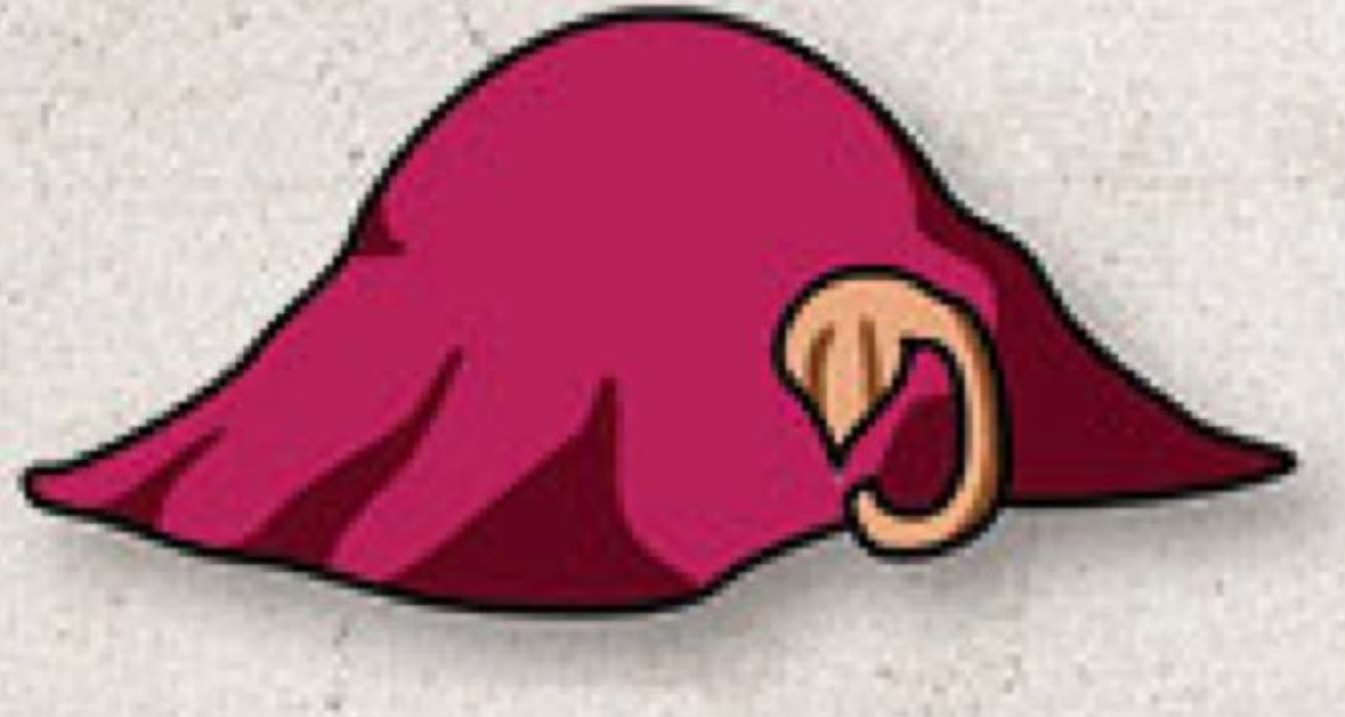
They're so carefree you can easily walk up behind them and get in a sneak attack. Watch out for their stinging tentacles, though, as you may end up paralyzed.

WEAKNESS

CARPET MONSTER

LVL 14





HP	132	EXP	67
PP	24	DP	0

DROPS: Beef Jerky (15%)

	FRONT	BACK
Off.	50	1
Def.	21	3
IQ	19	19
Spd.	28	1

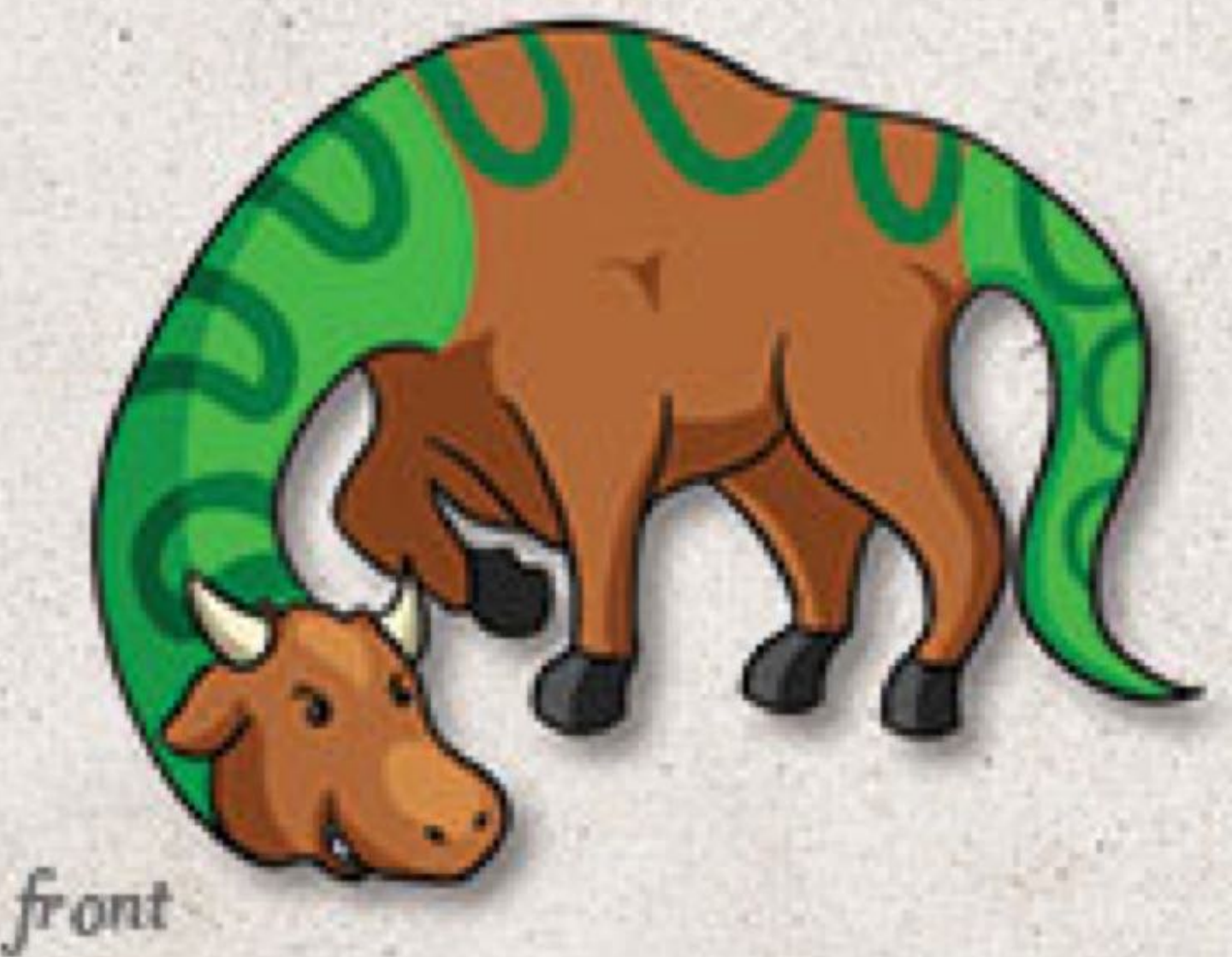
Chp 2,5,7

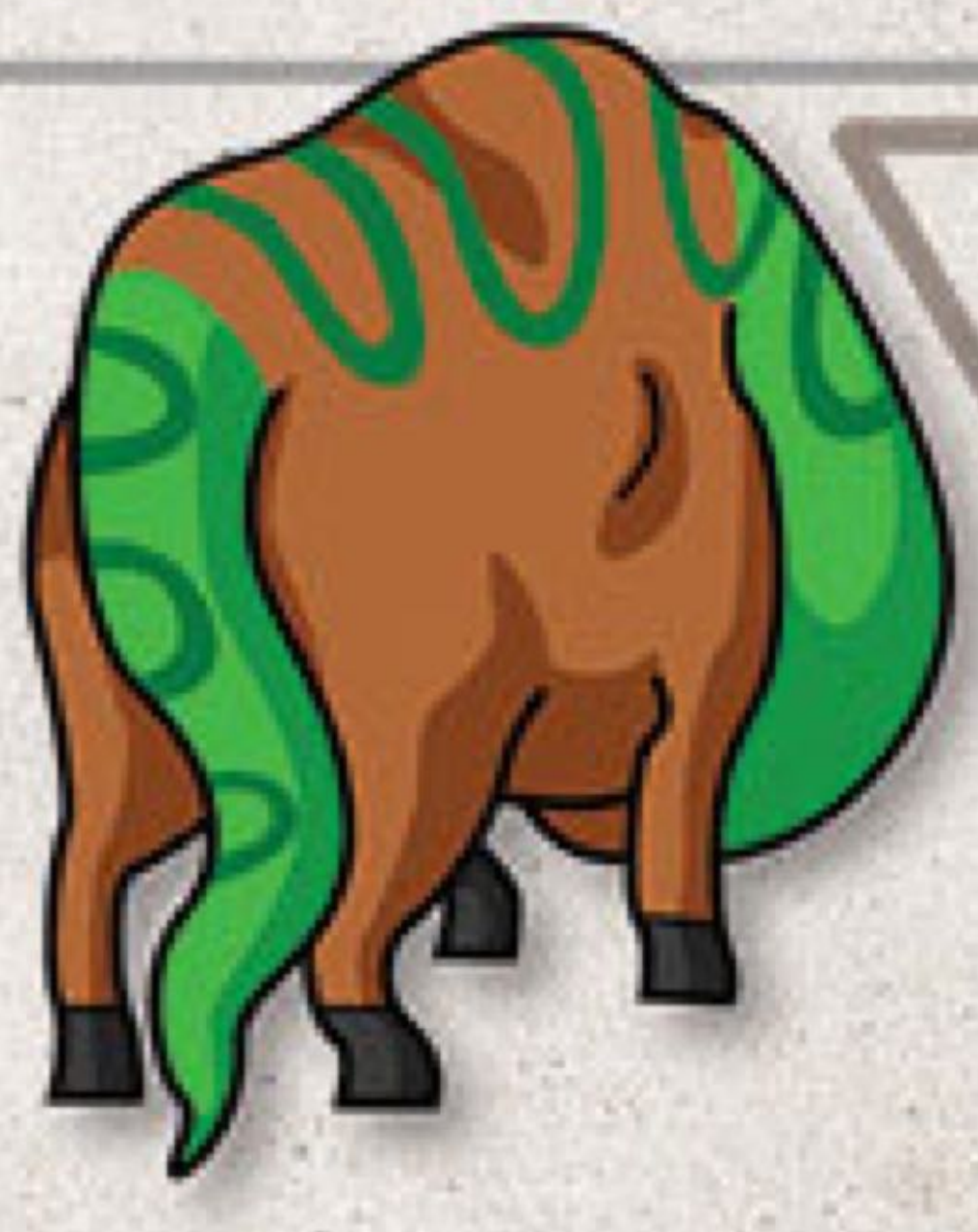
Never smile at this crocodile. With thief tools it's easy to send him scurrying back to the safety of his carpet.

WEAKNESS

CATTLESNAKE

LVL 40





HP	536	EXP	536
PP	162	DP	162

DROPS: Fresh Milk (50%)

	FRONT	BACK
Off.	90	1
Def.	50	43
IQ	27	27
Spd.	22	1

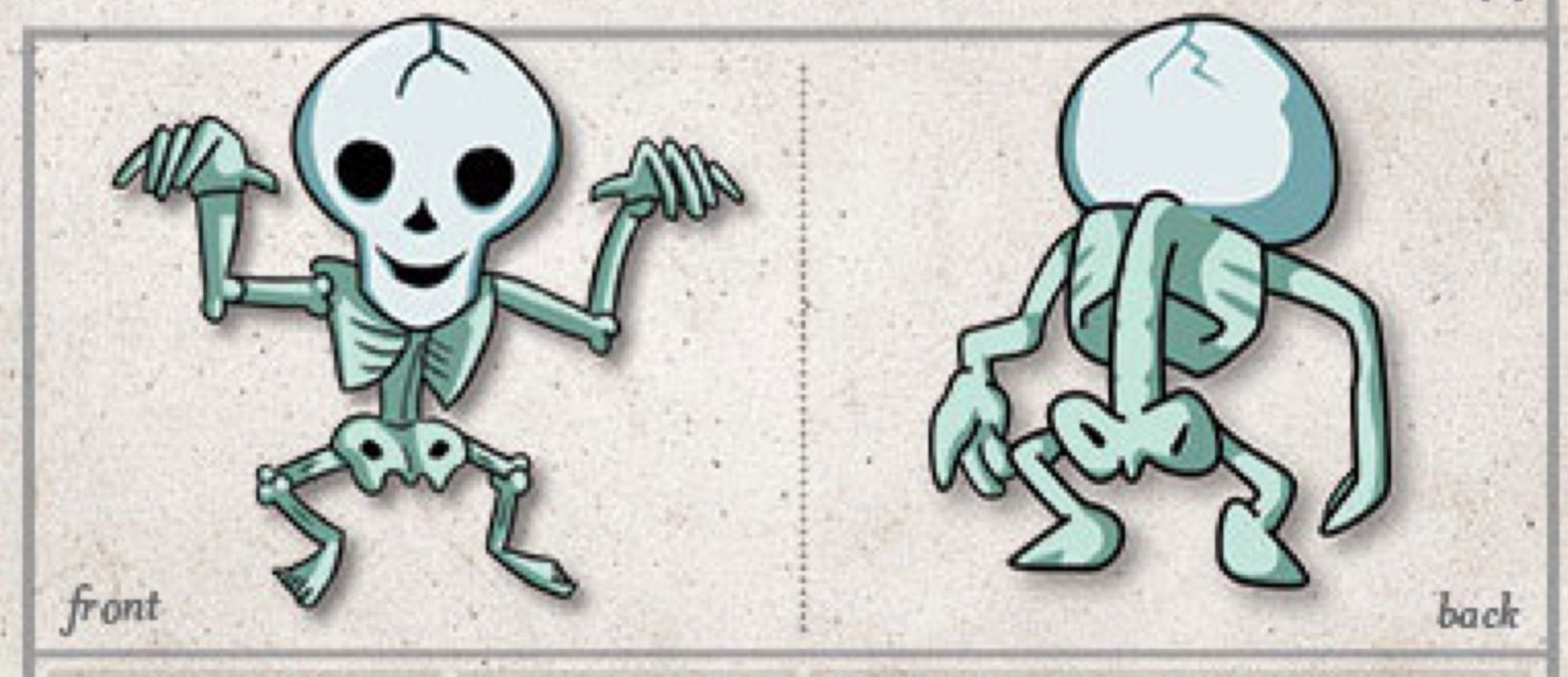
Chp 4,5,7

These chimeras might seem like easy targets, but defeating one requires serious physical and mental strength. Their HP is astronomical! Watch out, they can take you out easily if your level is too low.

WEAKNESS

CHEERY SKELETON

LVL 14



HP	109	EXP	62
PP	0	DP	0

DROPS: Sprinting Bomb (10%)

	FRONT	BACK
Off.	45	1
Def.	16	11
IQ	12	5
Spd.	20	1

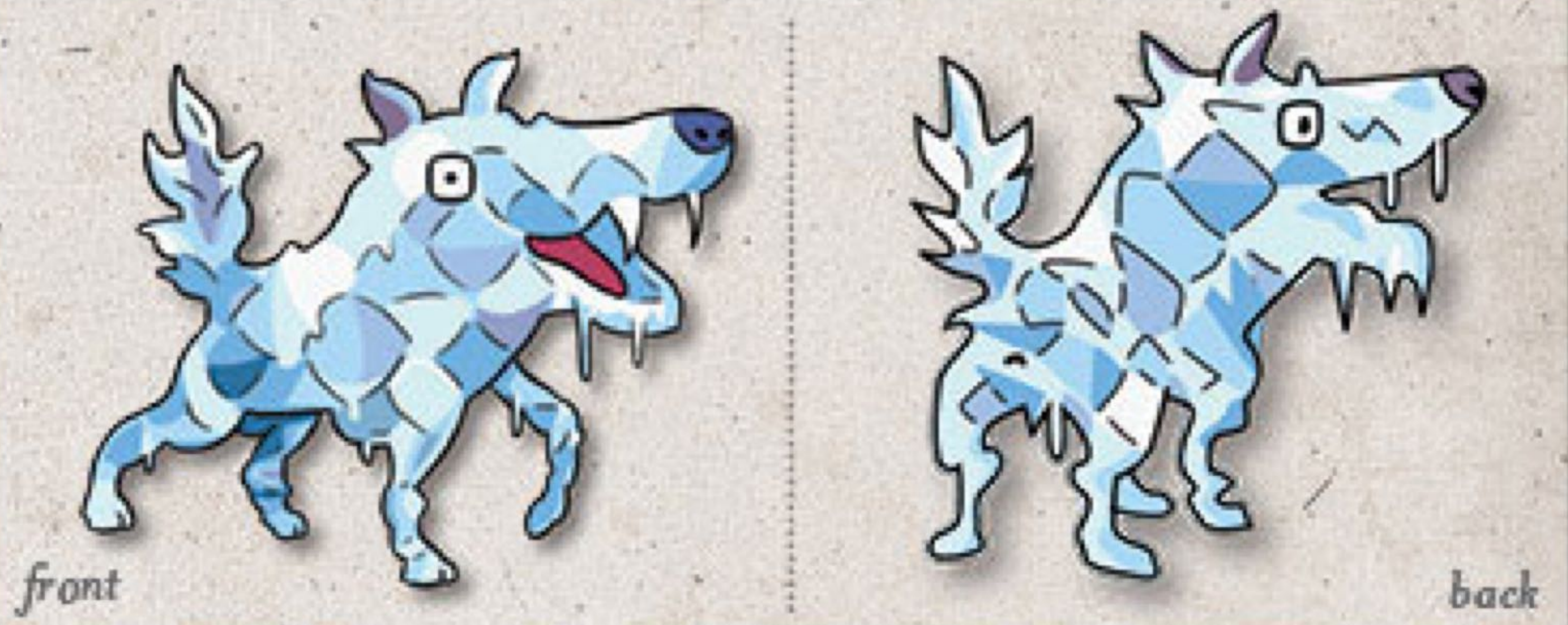
Chp 3,4,5,7

As his name suggests, this skeleton has a big funny bone: Make Laugh works every time, so let Fassad handle the rest.

WEAKNESS

CHILLY DOG

LVL 37



HP	337	EXP	505
PP	80	DP	68

DROPS: Secret Herb (10%)

	FRONT	BACK
Off.	108	1
Def.	40	31
IQ	36	38
Spd.	50	1

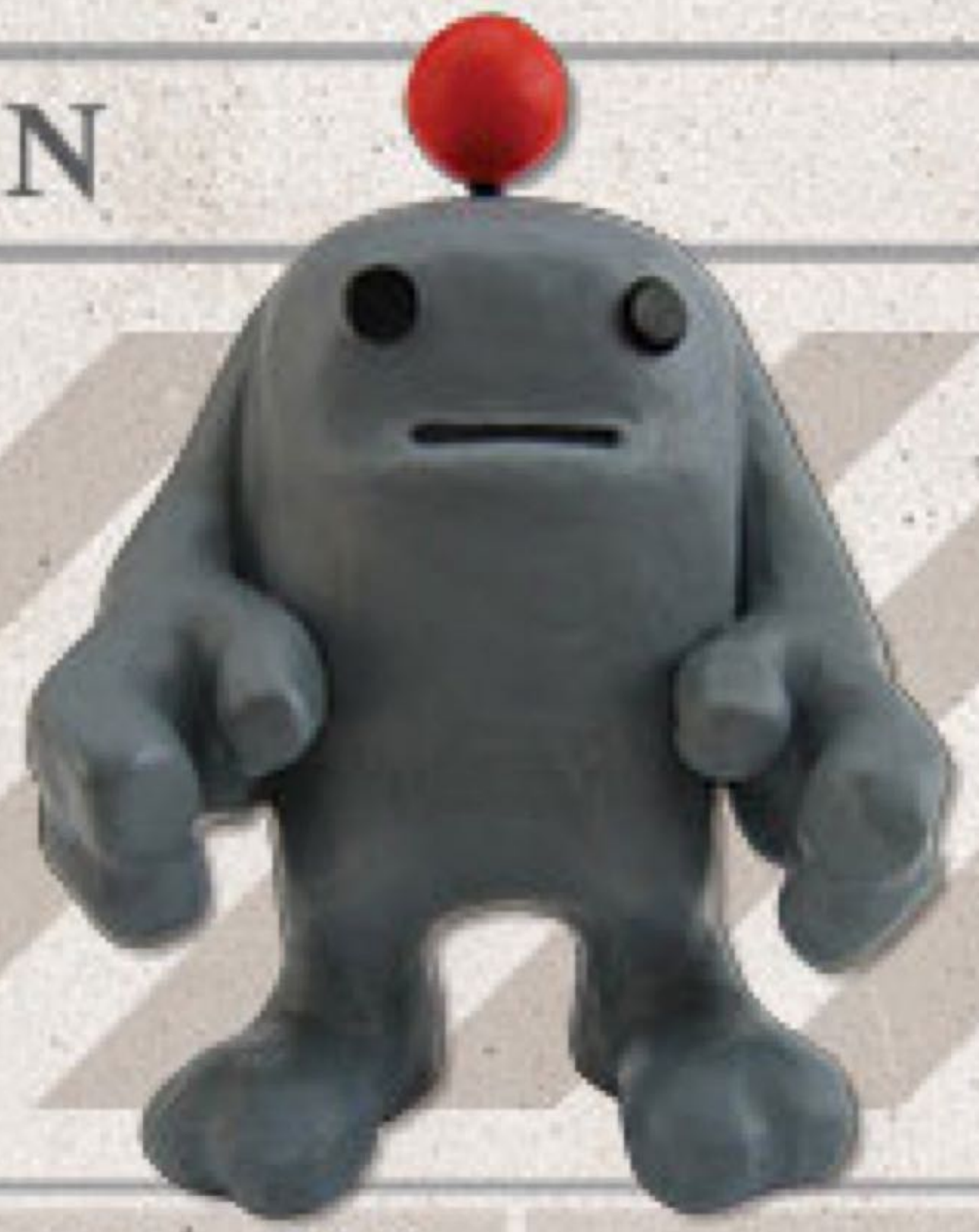
Chp 7

These doggies shine like diamonds, but they're just imitations. They can freeze you and howl for help if you don't take them out quickly. Melt them with fire and they'll slink away.

WEAKNESS

CLAYMAN

LVL 20



HP	879	EXP	200
PP	0	DP	0

DROPS

	FRONT	BACK
Off.	72	10
Def.	23	18
IQ	5	5
Spd.	10	1

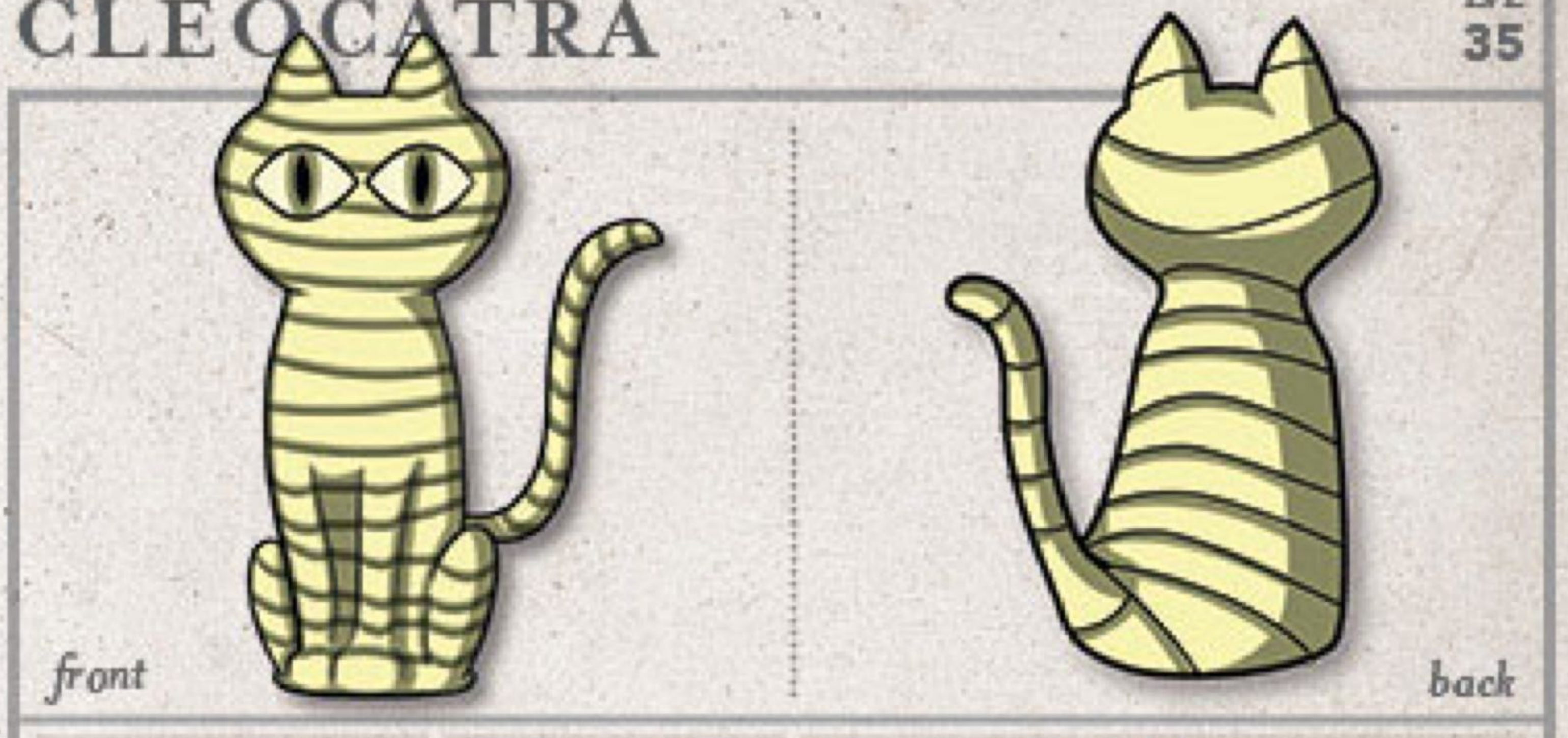
Chp 2

Smoke Bomb, then Scary Mask and Tickle Stick respectively to lower his offense and defense. Wall staples are handy too, as is Wess's occasional help. Once damaged enough, he'll crash on top of you. Keep above 50 HP!

WEAKNESS

CLEOCATRA

LVL 35



HP	312	EXP	285
PP	128	DP	45

DROPS: Secret Herb (10%)

	FRONT	BACK
Off.	89	1
Def.	36	26
IQ	40	36
Spd.	37	1

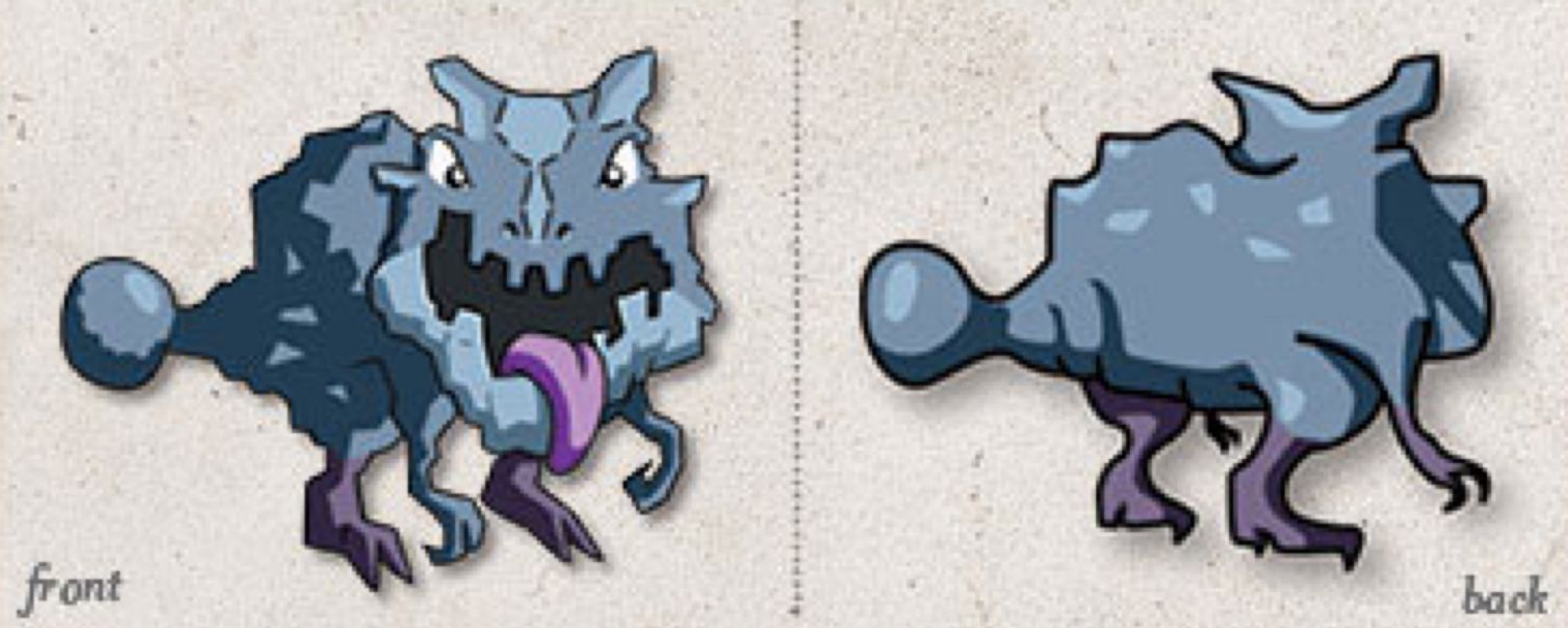
Chp 7

This pretty kitty is well-preserved and will use Lifeup β to stay that way. They can be troublesome in packs, so focus on one at a time.

WEAKNESS

CRAG LIZARD

LVL 14



HP	124	EXP	70
PP	0	DP	0

DROPS: Beef Jerky (20%)

	FRONT	BACK
Off.	51	1
Def.	35	20
IQ	12	12
Spd.	1	1

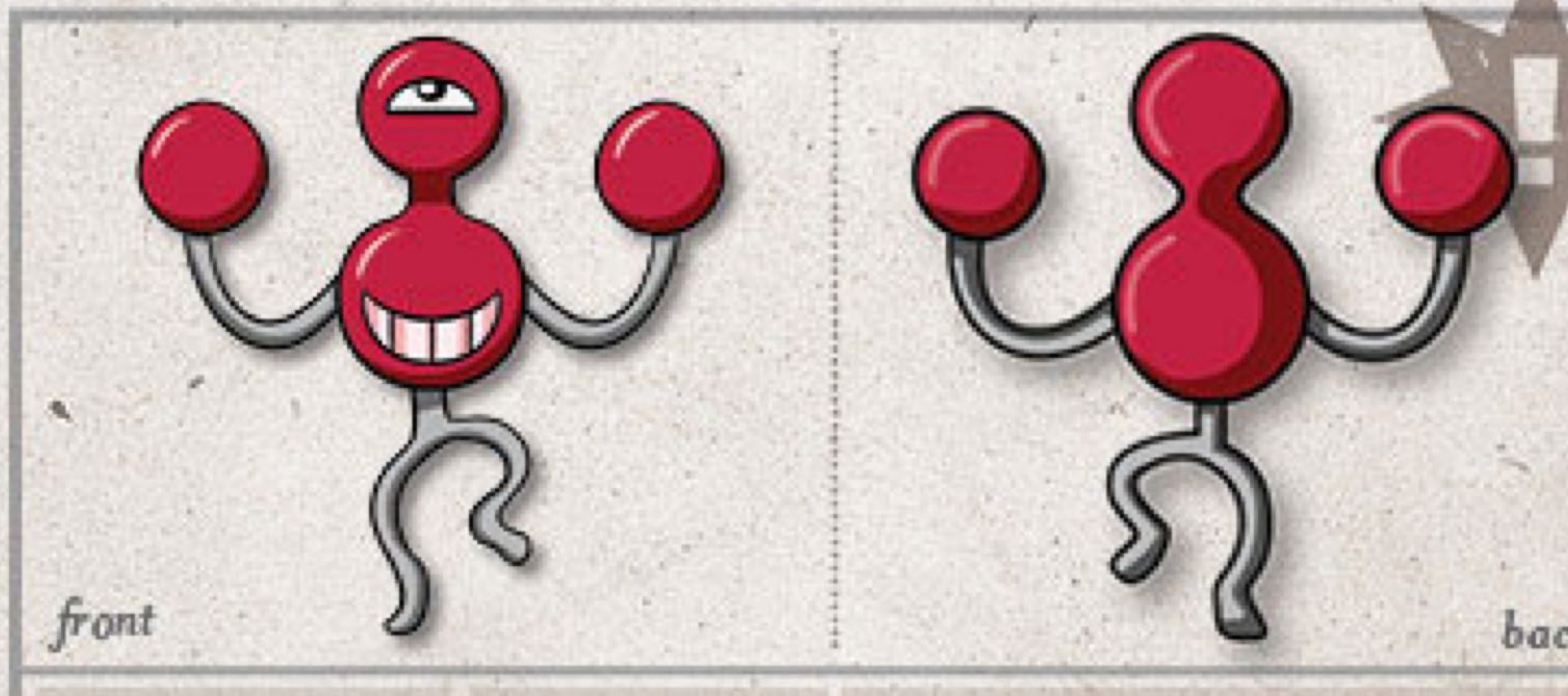
Chp 1,4,5,7

This petrified reptile has a stellar defense. While combos help shave off HP, don't be afraid to take a turn to heal – it may just follow up with an unexpectedly strong attack when you least want it.

WEAKNESS

CUDDLE BOMB

LVL 50



HP	884	EXP	1890
PP	0	DP	162

DROPS: Super Bomb (5%)

	FRONT	BACK
Off.	150	1
Def.	120	115
IQ	43	43
Spd.	43	1

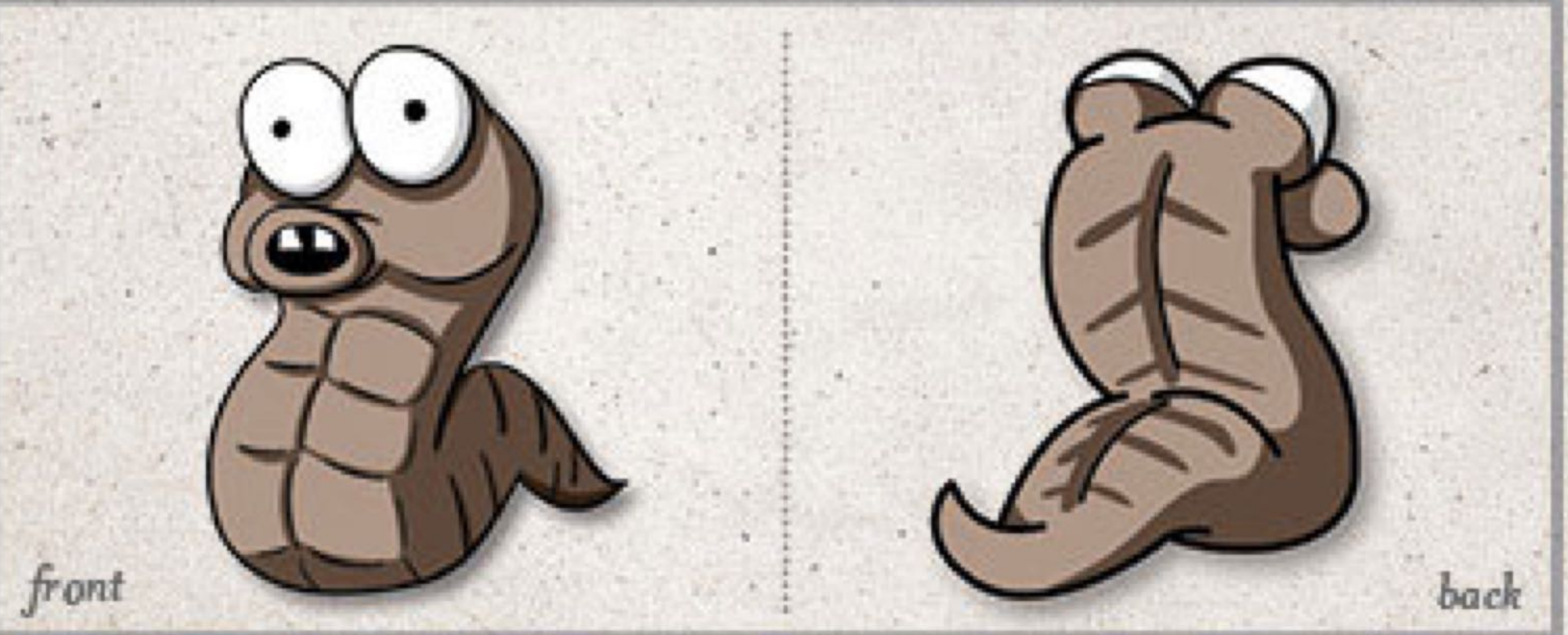
Chp 7

After latching onto someone, it counts down and explodes. Keep your cool and try to follow its accelerating battle rhythm, use a blast of PK Freeze, or just flee and save yourself the trouble.

WEAKNESS

DETACHED LEECH

LVL 13



HP	61	EXP	21	DROPS: Edible Mushroom (70%)
PP	0	DP	0	

	FRONT	BACK
Off.	33	1
Def.	5	1
IQ	11	11
Spd.	26	1

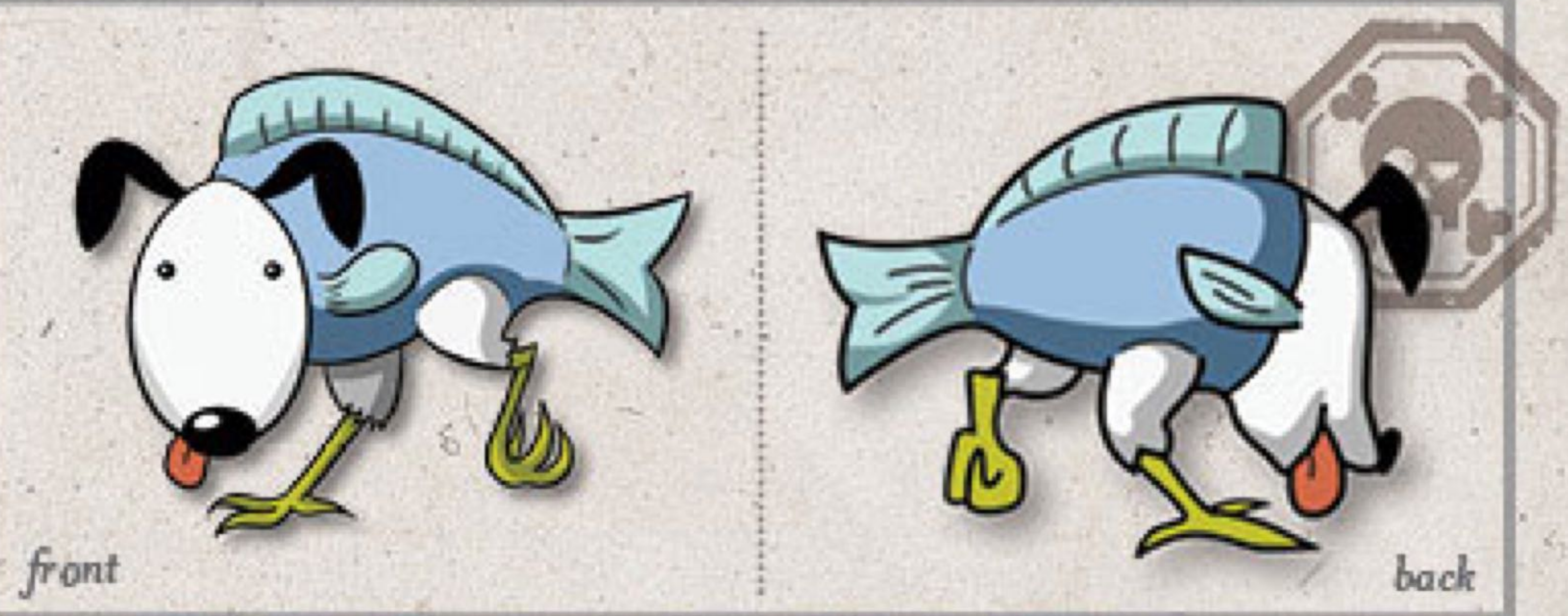
Chp 2

Great leaping leeches! This sucker is fairly easy to overpower, but beware of large groups - there's safety in numbers, but not for you.

WEAKNESS

DOGFISH

LVL 35



HP	368	EXP	322	DROPS: Doggy Biscuit (15%) Doggy Jerky (10%)
PP	38	DP	45	

	FRONT	BACK
Off.	102	1
Def.	42	33
IQ	24	24
Spd.	35	1

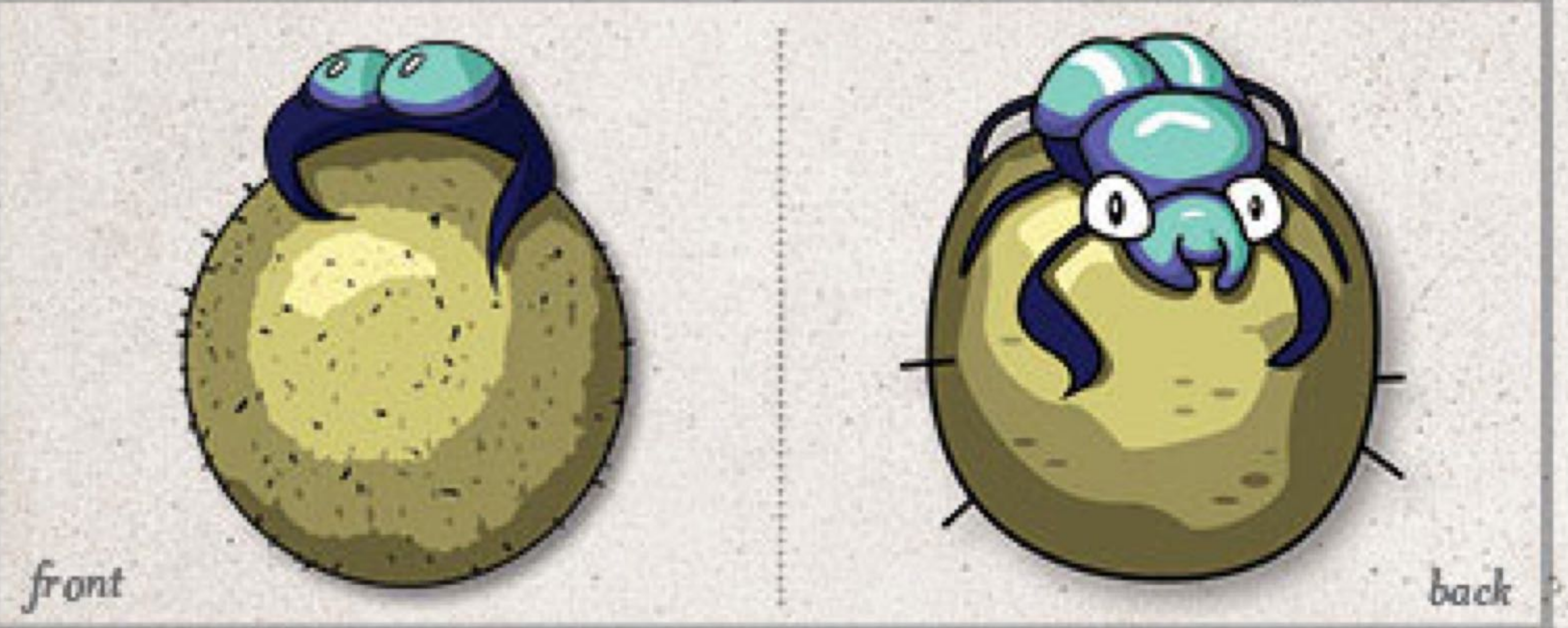
Chp 4,5,7

Chimera experiments have turned this dog into man's worst friend. Watch out for its deadly PK Freeze attack! If you double back to where it leaps from its pond, you may be able to score an easy surprise attack.

WEAKNESS

DUNG BEETLE

LVL 4



HP	43	EXP	2	DROPS: Dung (60%)
PP	0	DP	0	

	FRONT	BACK
Off.	15	1
Def.	2	1
IQ	6	5
Spd.	2	1

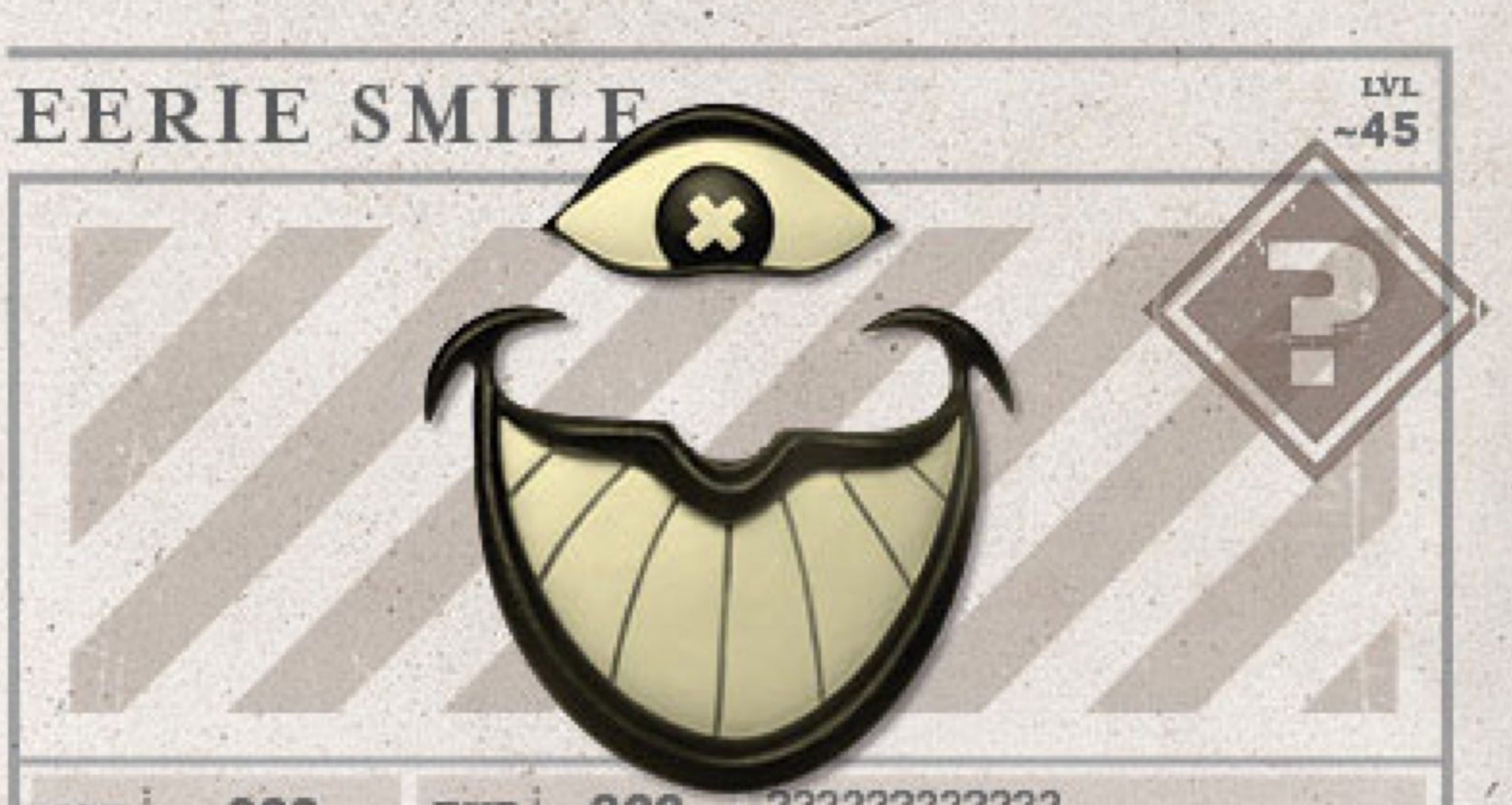
Chp 3

It's easy to sneak up on a Dung Beetle because it will be too preoccupied with diligently rolling its dung around. You won't gain much experience, but if you're "lucky" you'll get to keep the dung…

WEAKNESS

EERIE SMILE

LVL ~45



HP	???	EXP	???	DROPS: ????????????
PP	???	DP	???	

	FRONT	BACK
Off.	???	???
Def.	???	???
IQ	???	???
Spd.	???	???

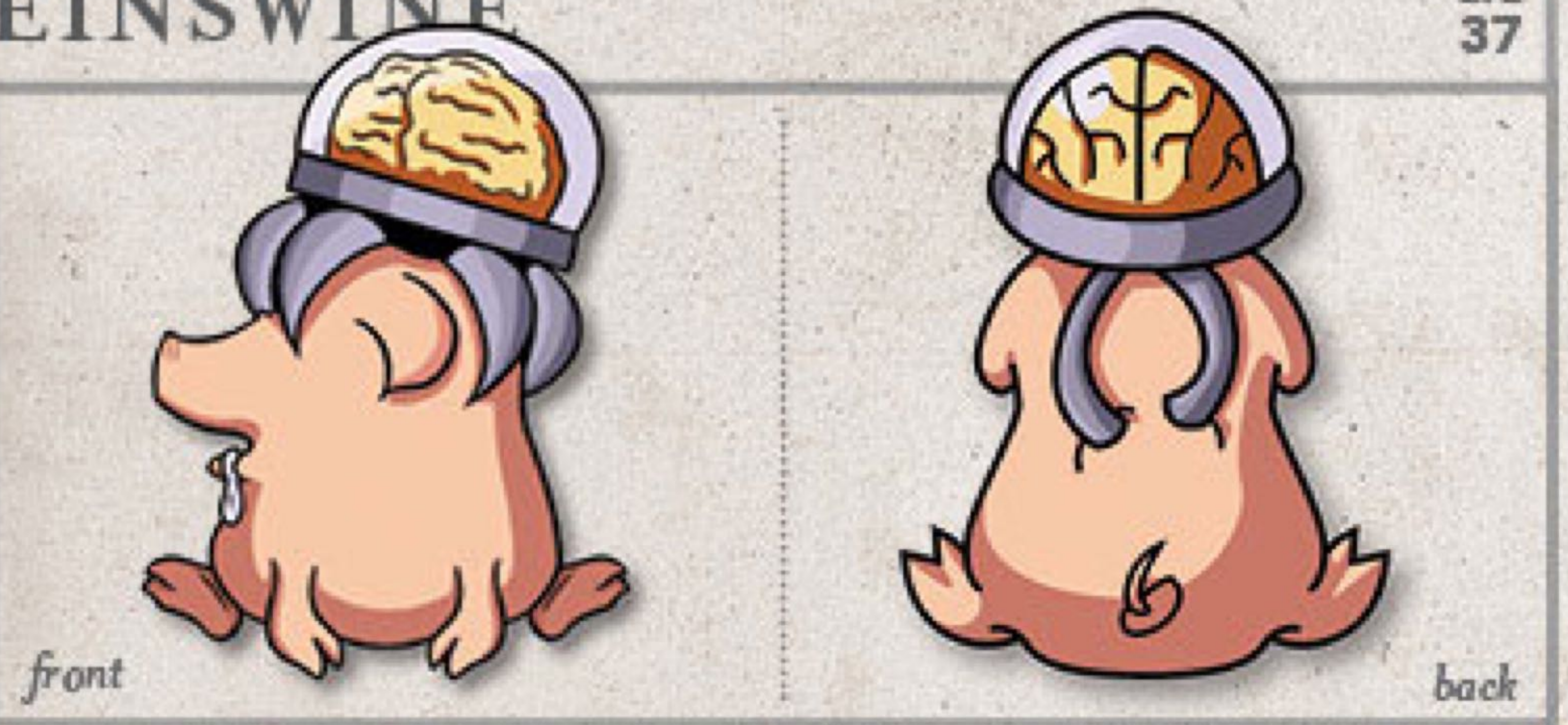
Chp 7

This foe won't show it's true face until its HP is low. You can usually figure out which enemy it really is from its battle actions, though, or by relying on Boney's nose.

WEAKNESS

EINSWINE

LVL 37



HP	387	EXP	422	DROPS: Magic Tart (10%)
PP	255	DP	83	

	FRONT	BACK
Off.	94	1
Def.	43	35
IQ	45	45
Spd.	35	1

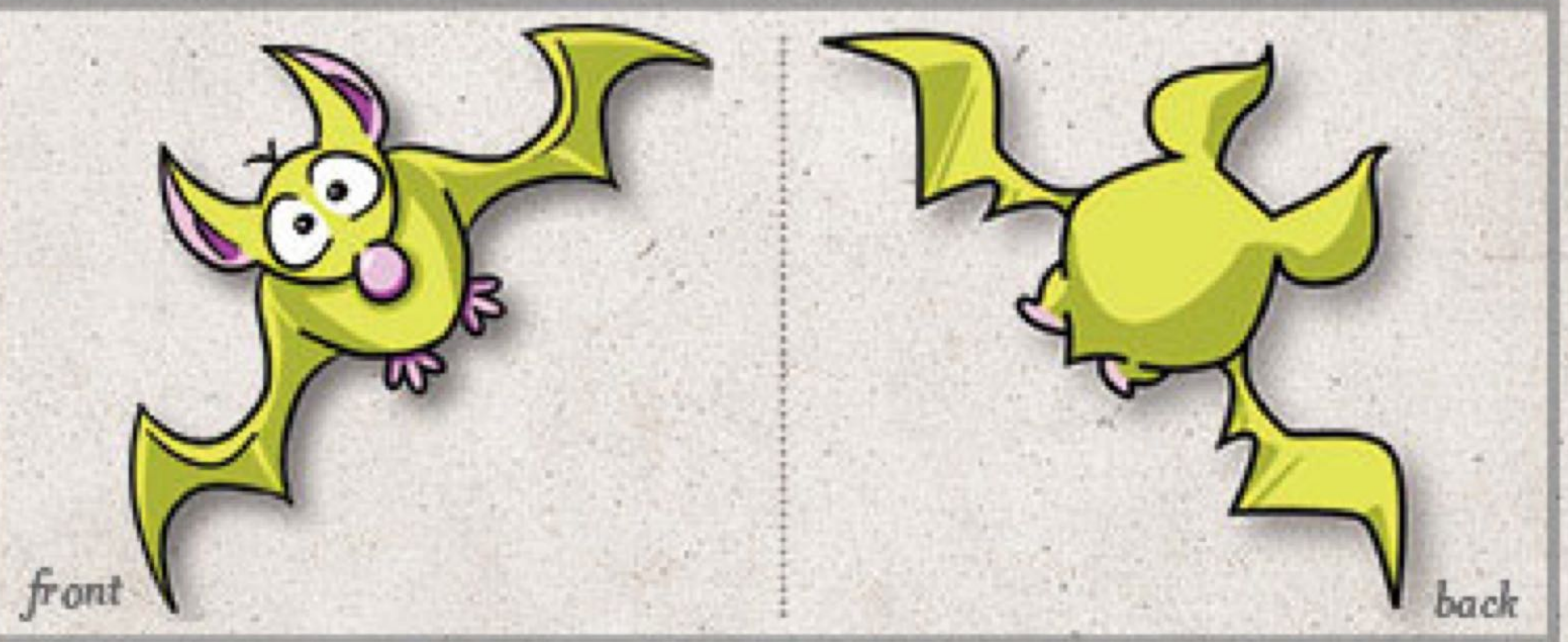
Chp 7

Einswine won't pick a fight, but don't underestimate them: their PSI attacks are powerful and can easily overwhelm you. Take them out quickly or deplete their PP.

WEAKNESS

ELDER BATTY

LVL 20



HP	288	EXP	50	DROPS: Bug Spray (15%)
PP	0	DP	31	

	FRONT	BACK
Off.	66	1
Def.	16	10
IQ	17	16
Spd.	20	1

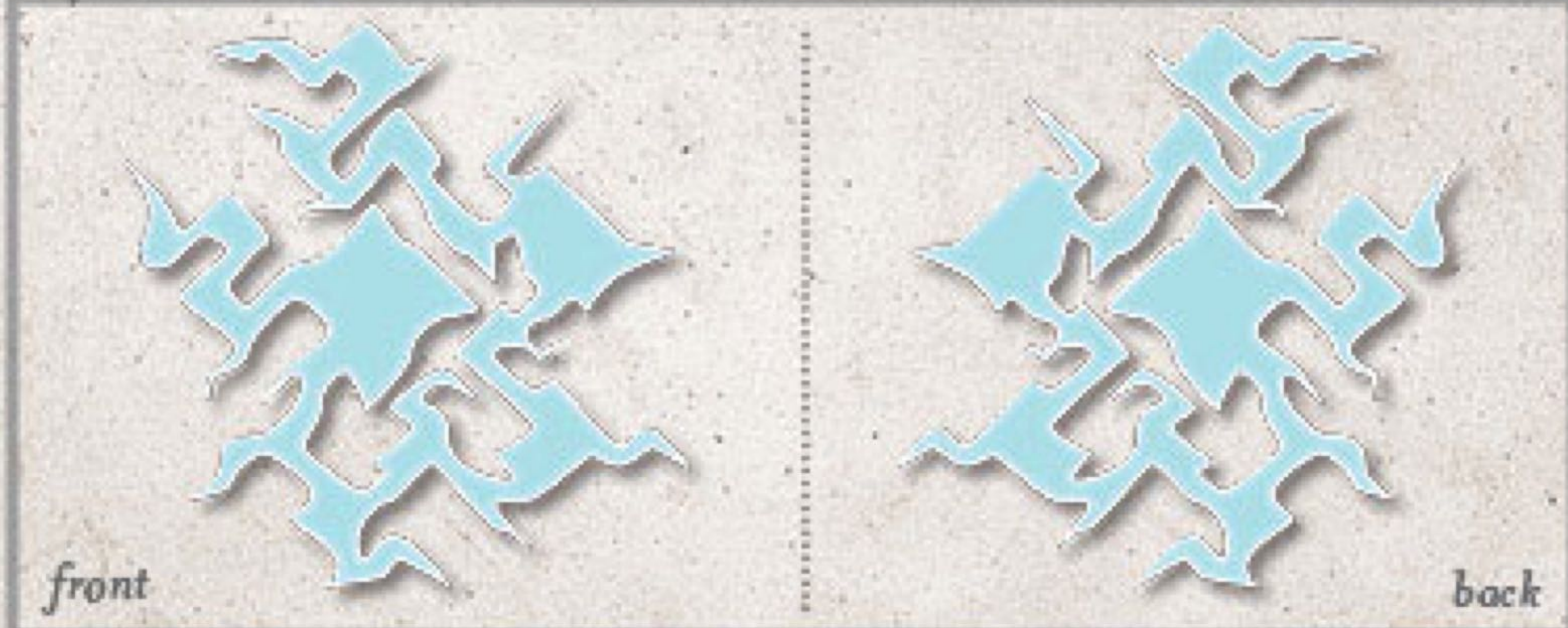
Chp 4,7

Your mom told you to obey your elders, but she'd probably make an exception for these old bats. Watch your HP, as they can suck it away to heal themselves!

WEAKNESS

FENOMENO

LVL 65



HP	712	EXP	4113	Magic Pudding (20%) DROPS
PP	0	DP	0	

	FRONT	BACK
Off.	152	0
Def.	92	80
IQ	70	70
Spd.	60	1

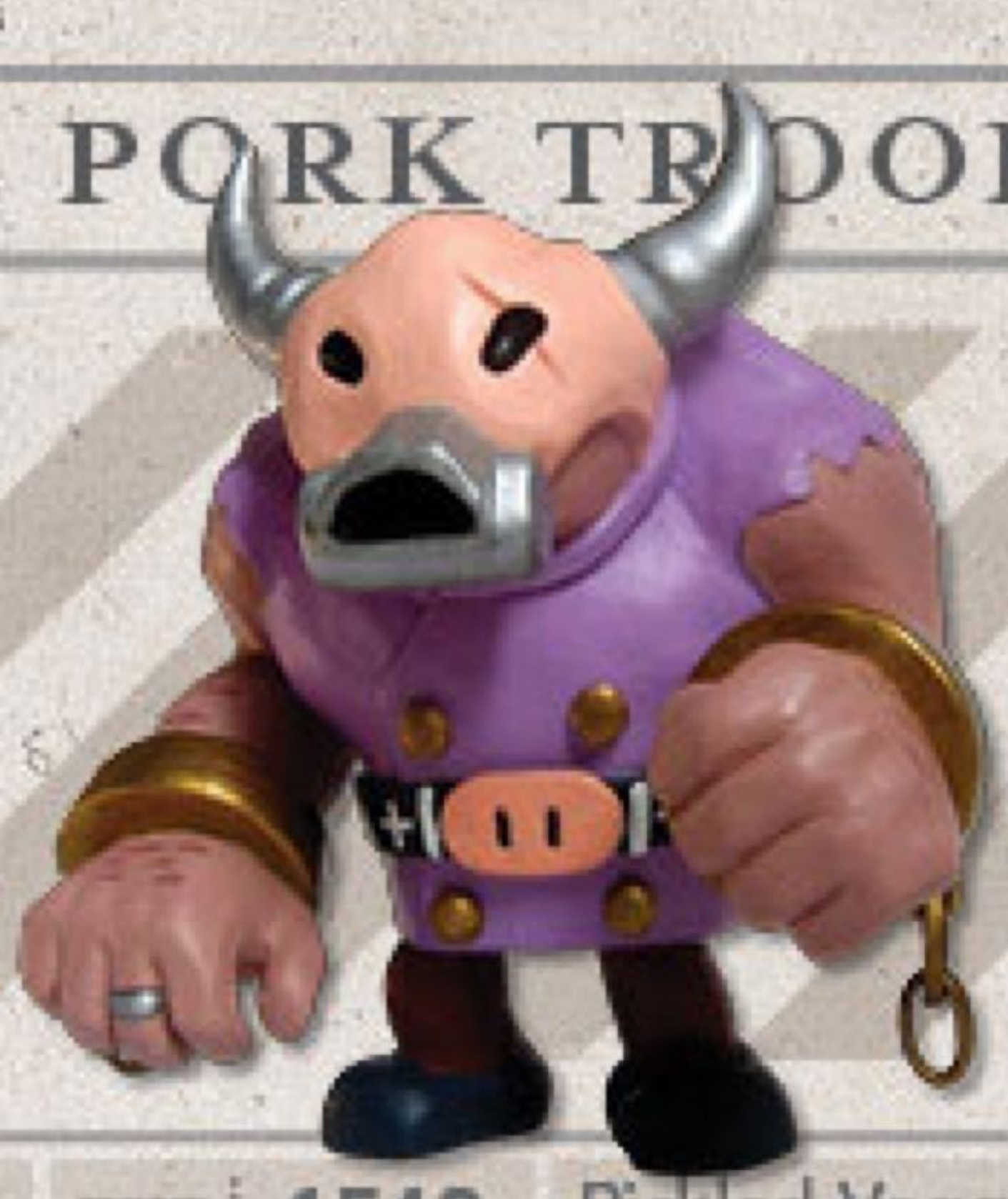
Chp 7

You don't have time to get zapped, so do your best to avoid these volatile volts.PK Freeze will help you give them the slip.

WEAKNESS

FIERCE PORK TROOPER

LVL 28



HP	1758	EXP	1548	Pickled Veggie Plate (100%) DROPS
PP	0	DP	620	

	FRONT	BACK
Off.	125	1
Def.	46	42
IQ	15	15
Spd.	25	1

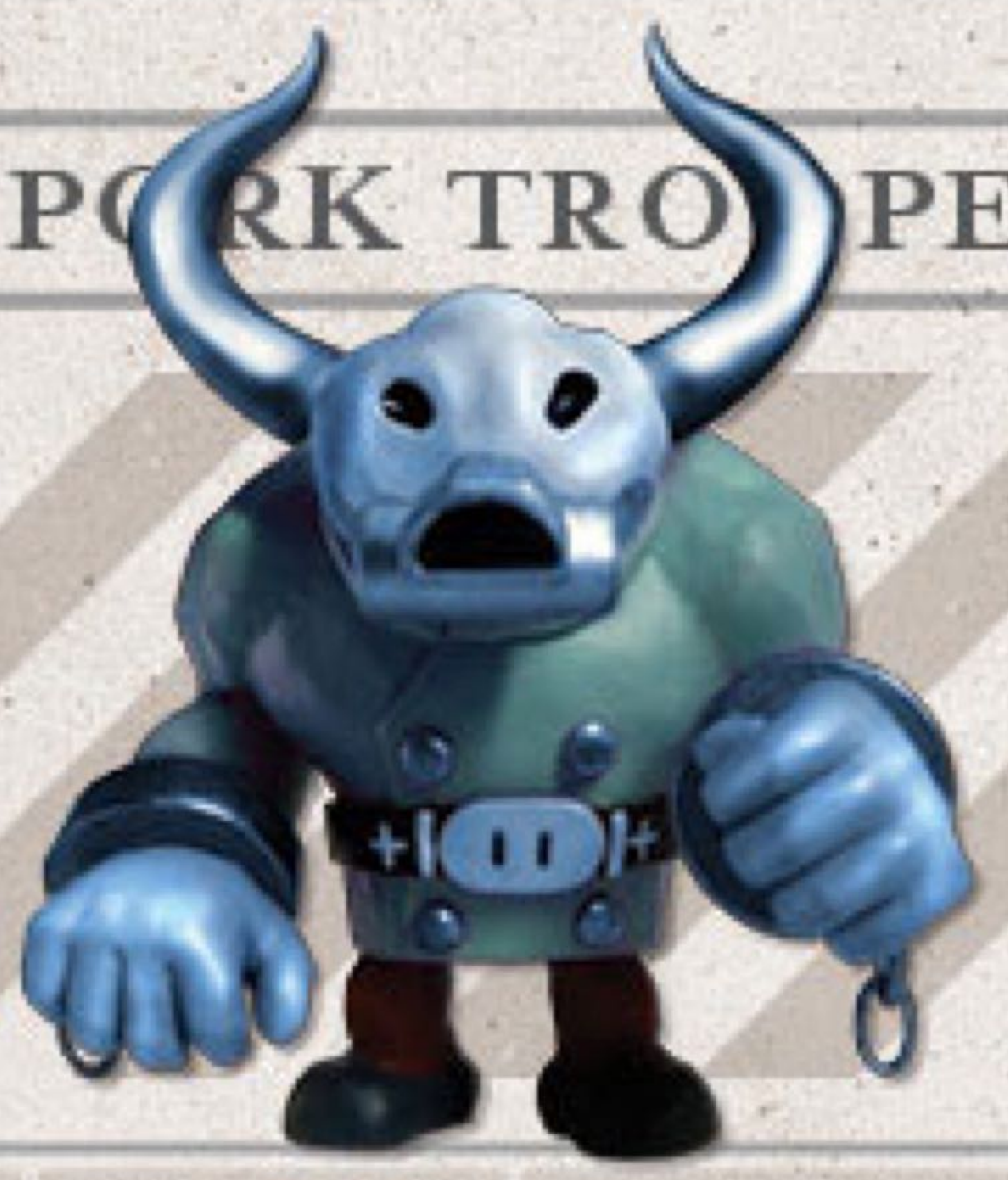
Chp 5

He's the toughest Pigmask around, but this big guy has a not-so-secret soft spot for DCMC merchandise. Keep him distracted while you knock his offense/defense down.

WEAKNESS

FIERCE PORK TROOPER II

LVL 30



HP	2064	EXP	3286	DROPS
PP	0	DP	650	

	FRONT	BACK
Off.	159	1
Def.	59	44
IQ	18	18
Spd.	28	1

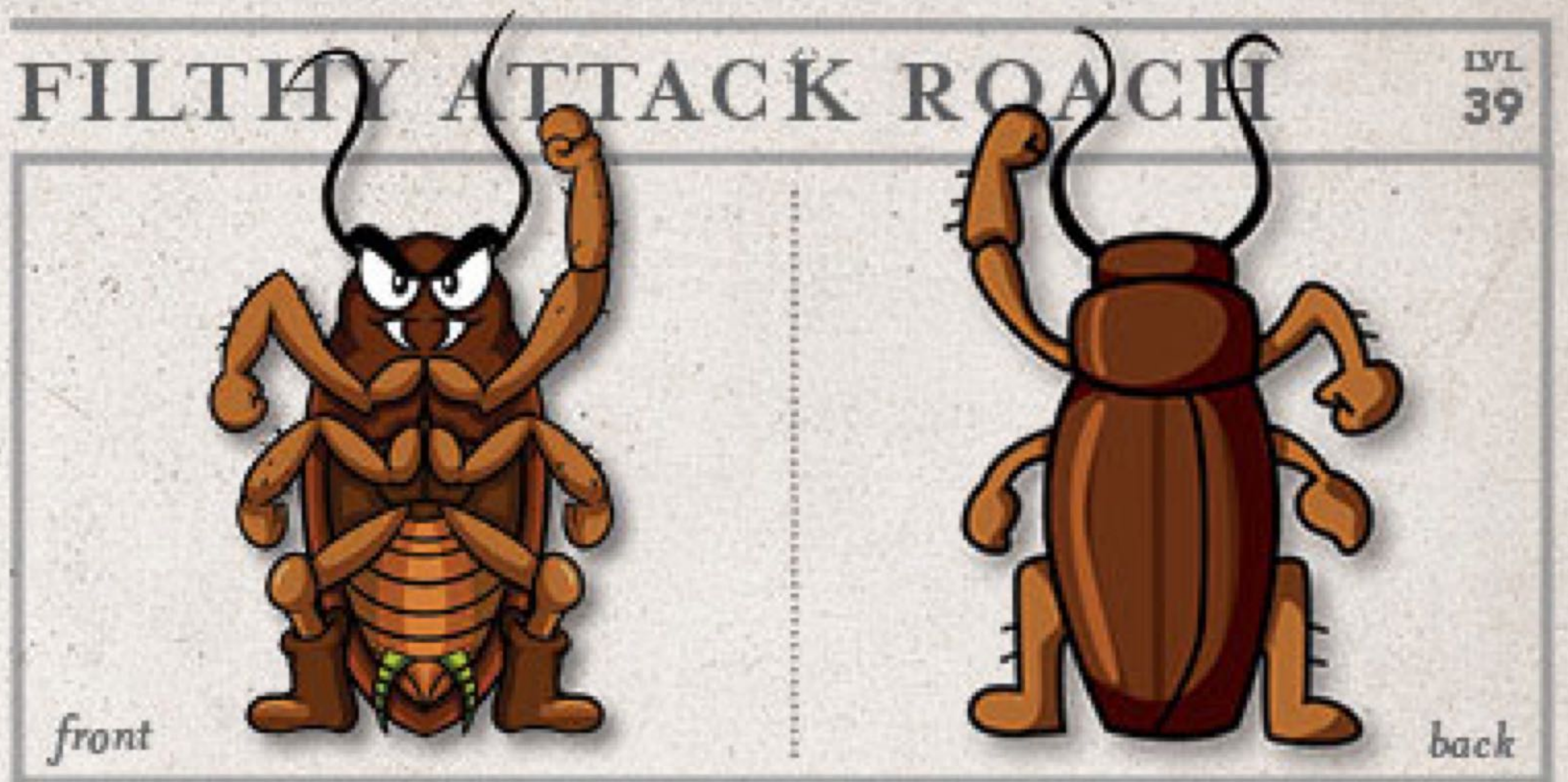
Chp 5

This is the same guy, just tougher thanks to his combat suit. If you don't keep him distracted with merch, get ready to deal with his fists and powerful bum rush. Swag is more than just a good idea—its a necessity.

WEAKNESS

FILTHY ATTACK ROACH

LVL 39



HP	335	EXP	450	Paper Fan (10%) DROPS
PP	0	DP	92	

	FRONT	BACK
Off.	118	1
Def.	40	22
IQ	30	30
Spd.	54	1

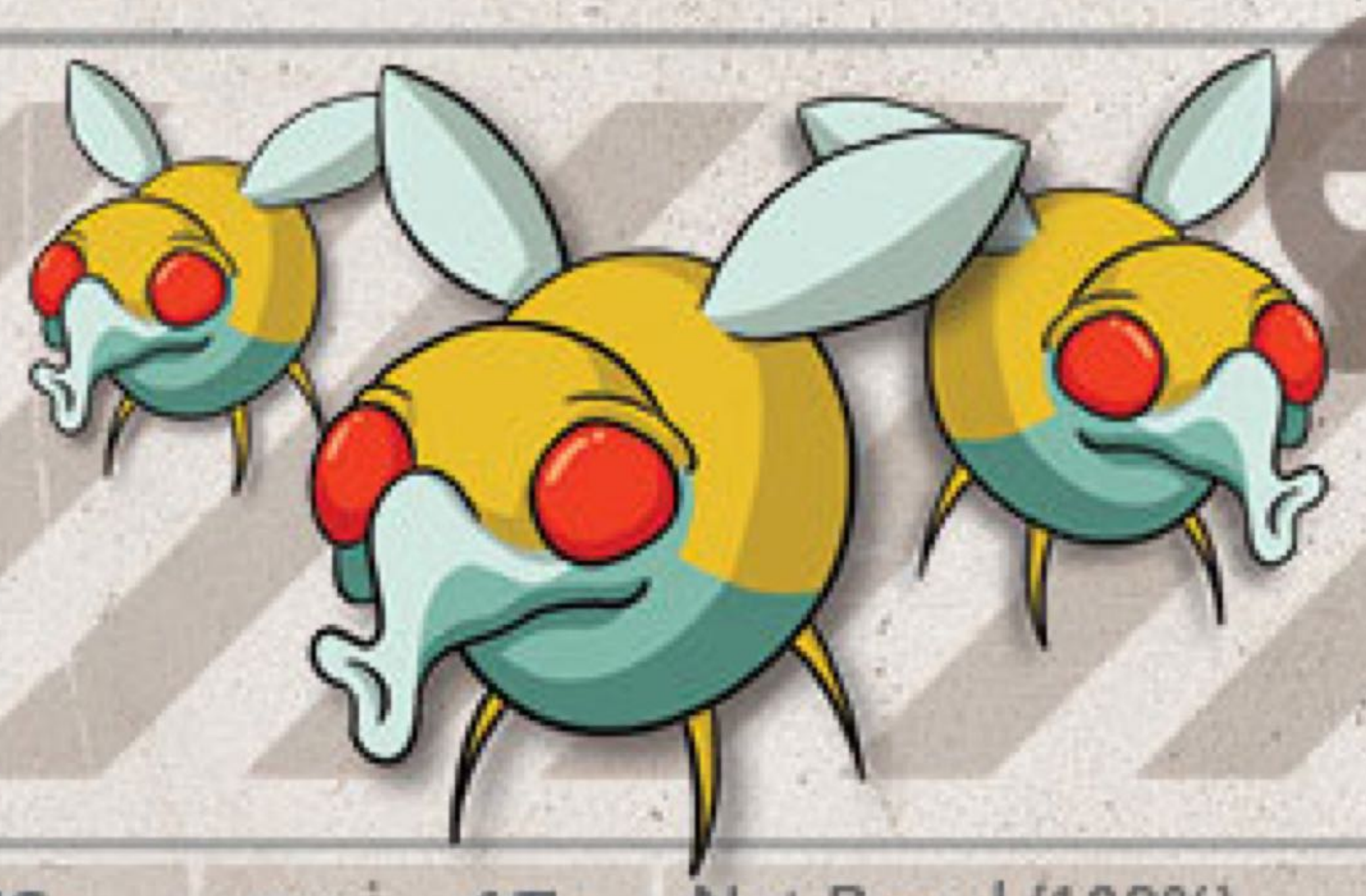
Chp 7

These roaches are not only more resilient than mole crickets, but they're also the undisputed champions of the inter-species insectoid martial arts tournaments.

WEAKNESS

FIREFLY

LVL 10



HP	53	EXP	17	Nut Bread (100%) DROPS
PP	0	DP	0	

	FRONT	BACK
Off.	35	1
Def.	10	6
IQ	8	8
Spd.	17	1

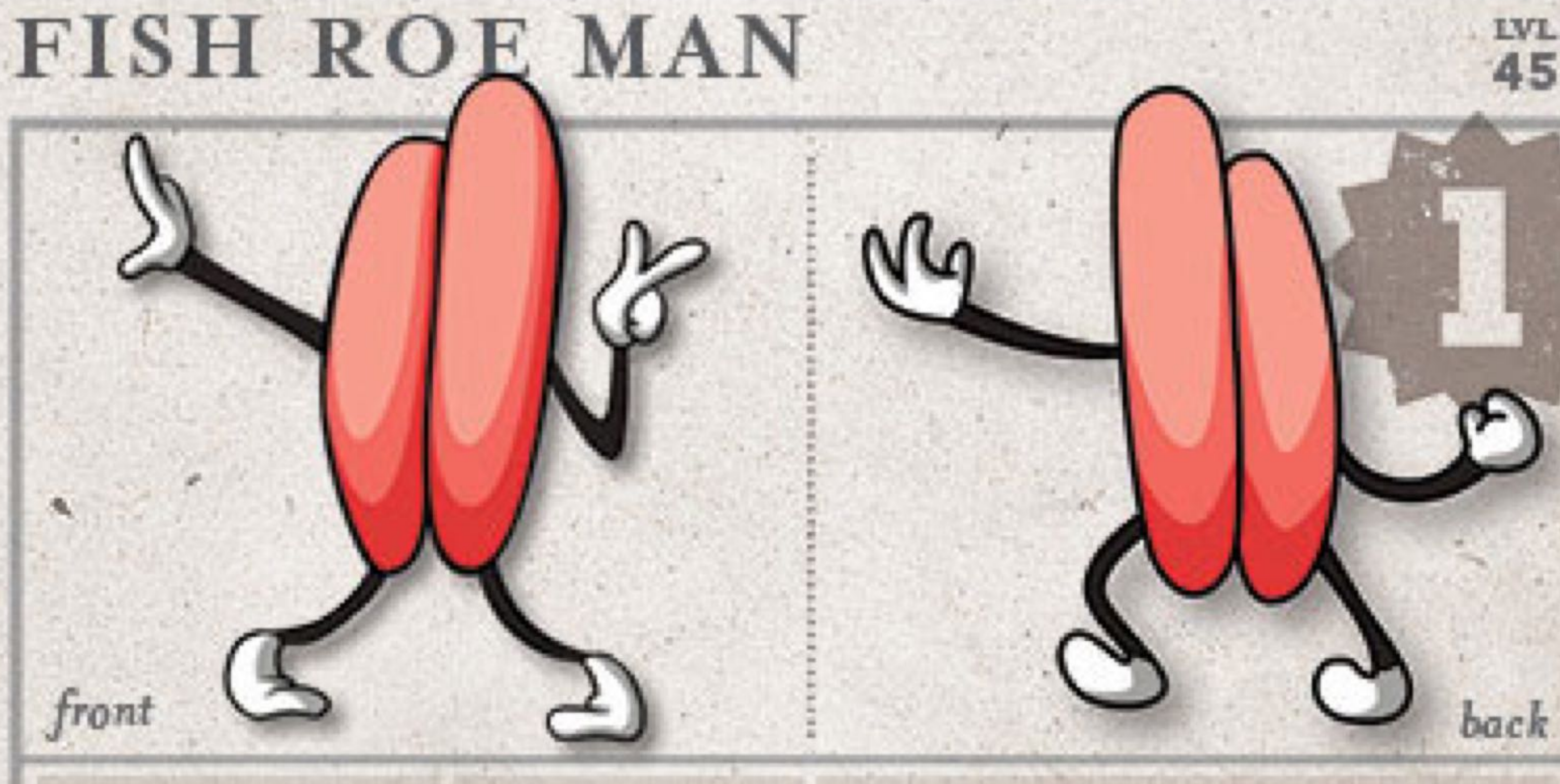
Chp 1

These bugs attack in groups of three with powerful charges in addition to their weaker fire attacks. Use Flint's special 'Swing' ability twice to extinguish them in two turns

WEAKNESS

FISH ROE MAN

LVL 45



HP	1856	EXP	943	Awesome Crown 100% In giftbox after battle. DROPS
PP	0	DP	200	

	FRONT	BACK
Off.	168	0
Def.	65	57
IQ	34	34
Spd.	57	1

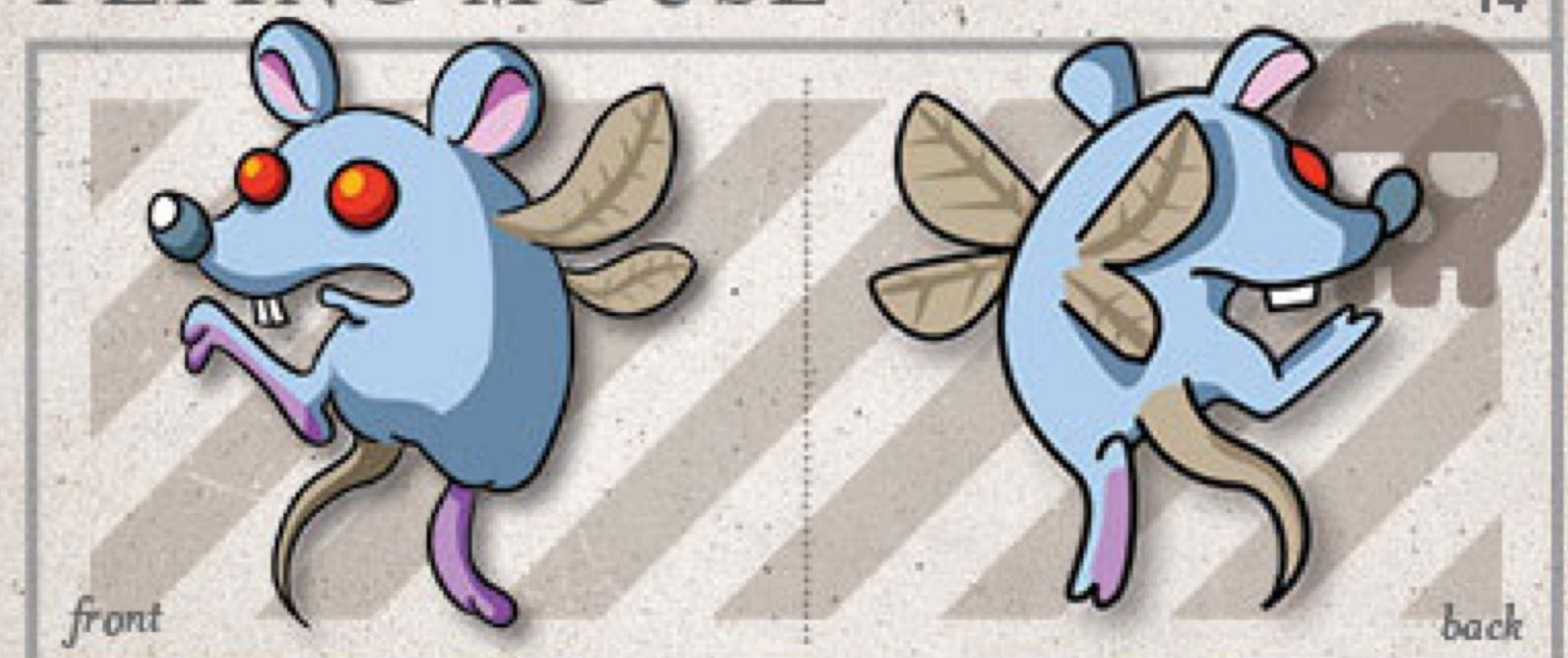
Chp 7

For a pile of unfertilized eggs, this thing is well-developed fighter. It can launch attacks to hit 3 party members for pretty huge damage. Give it a little freezer burn with PK Freeze.

WEAKNESS

FLYING MOUSE

LVL 14



				DROPS
HP	110	EXP	45	Peculiar Cheese (20%)
PP	0	DP	0	

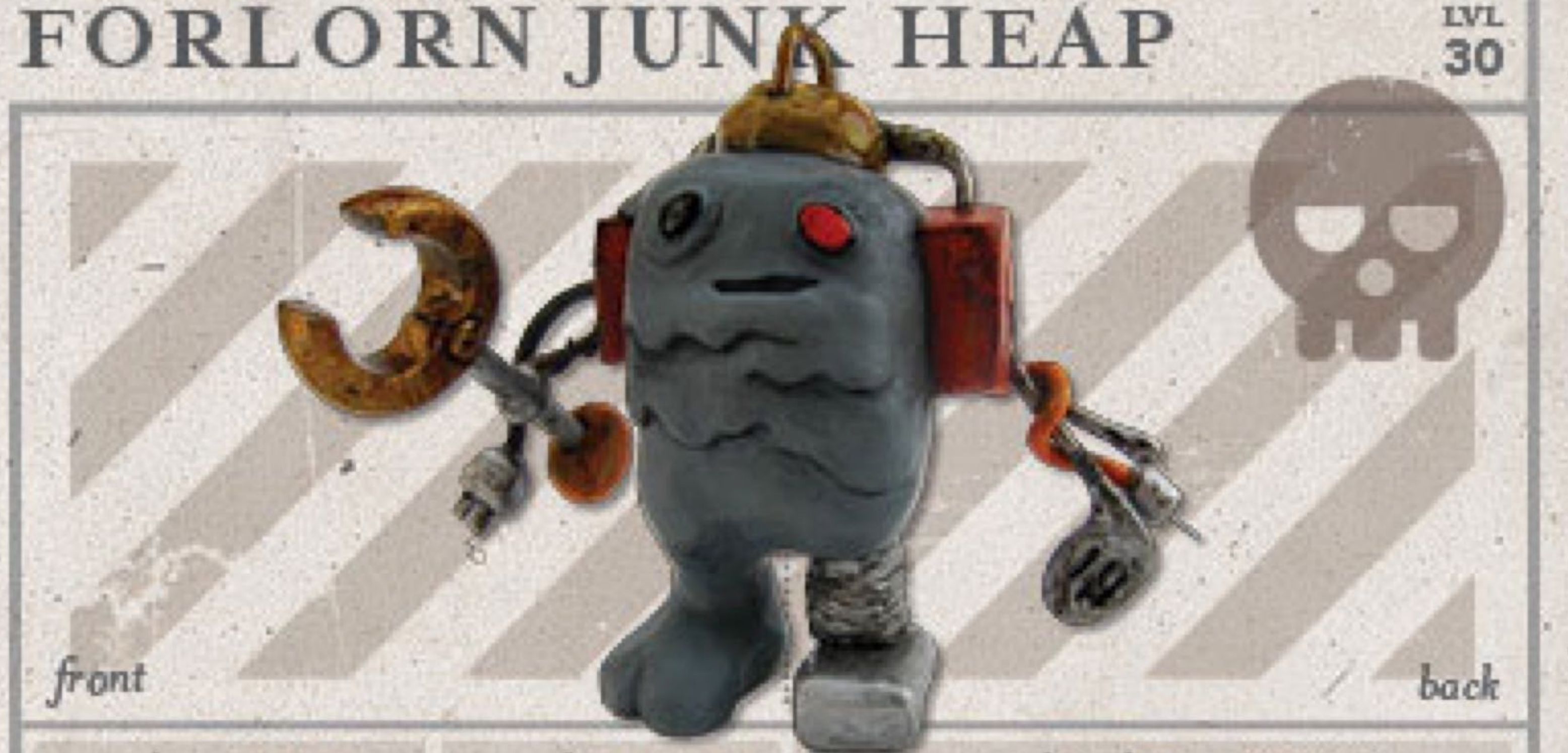
	FRONT	BACK
Off.	46	1
Def.	20	16
IQ	15	15
Spd.	25	1
Chp	1	

This flying foe thrives on destruction, so a burning house is an appropriate venue for your first encounter. You can fight him in a conventional style, but a single hit from Flint's 'Power Smash' will work just as well.

WEAKNESS

FORLORN JUNK HEAP

LVL 30



				DROPS
HP	1818	EXP	2534	Hummingbird Egg 100%
PP	48	DP	728	

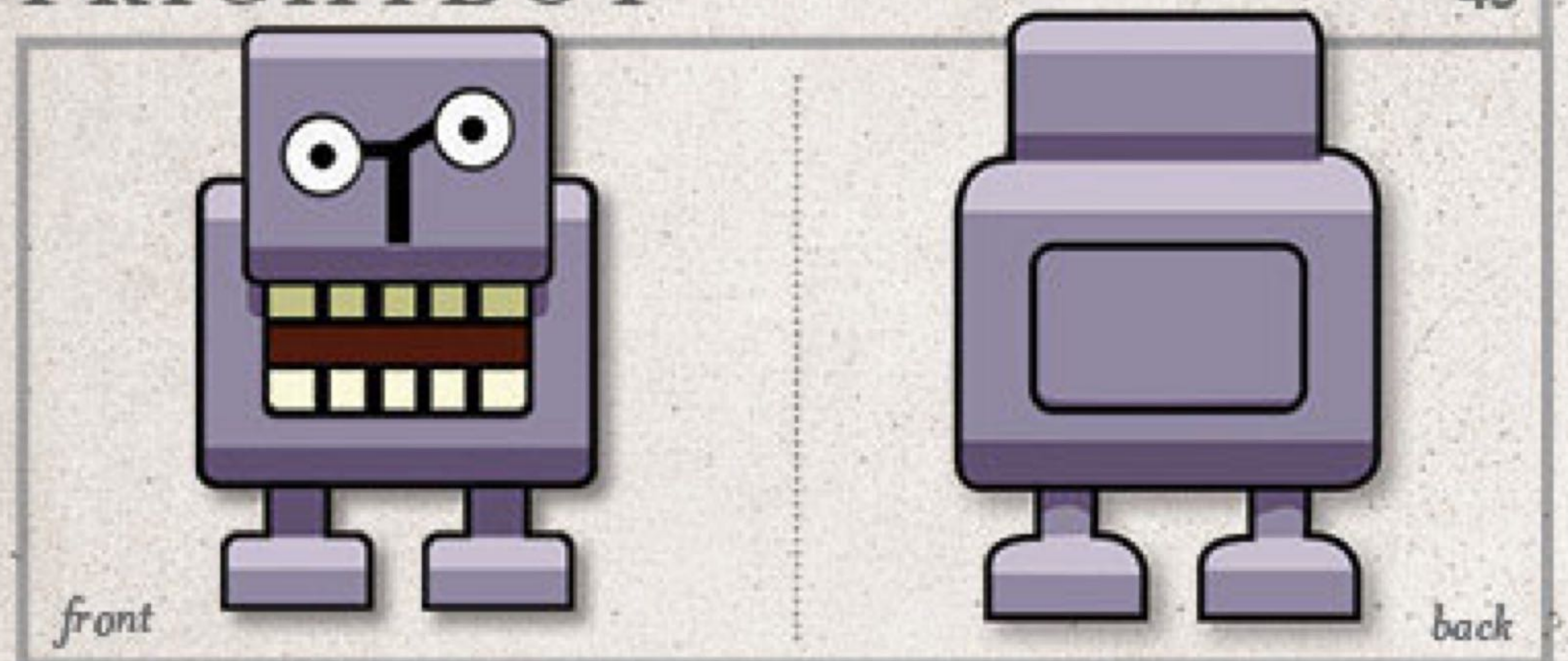
	FRONT	BACK
Off.	122	1
Def.	45	30
IQ	15	15
Spd.	27	1
Chp	5	

This junk heap can heal and increase its defenses by attaching pieces of trash to itself. It attacks by throwing trash around, sometimes hitting more than one target!

WEAKNESS

FRIGHTBOT

LVL 45



				DROPS
HP	700	EXP	360	
PP	0	DP	150	

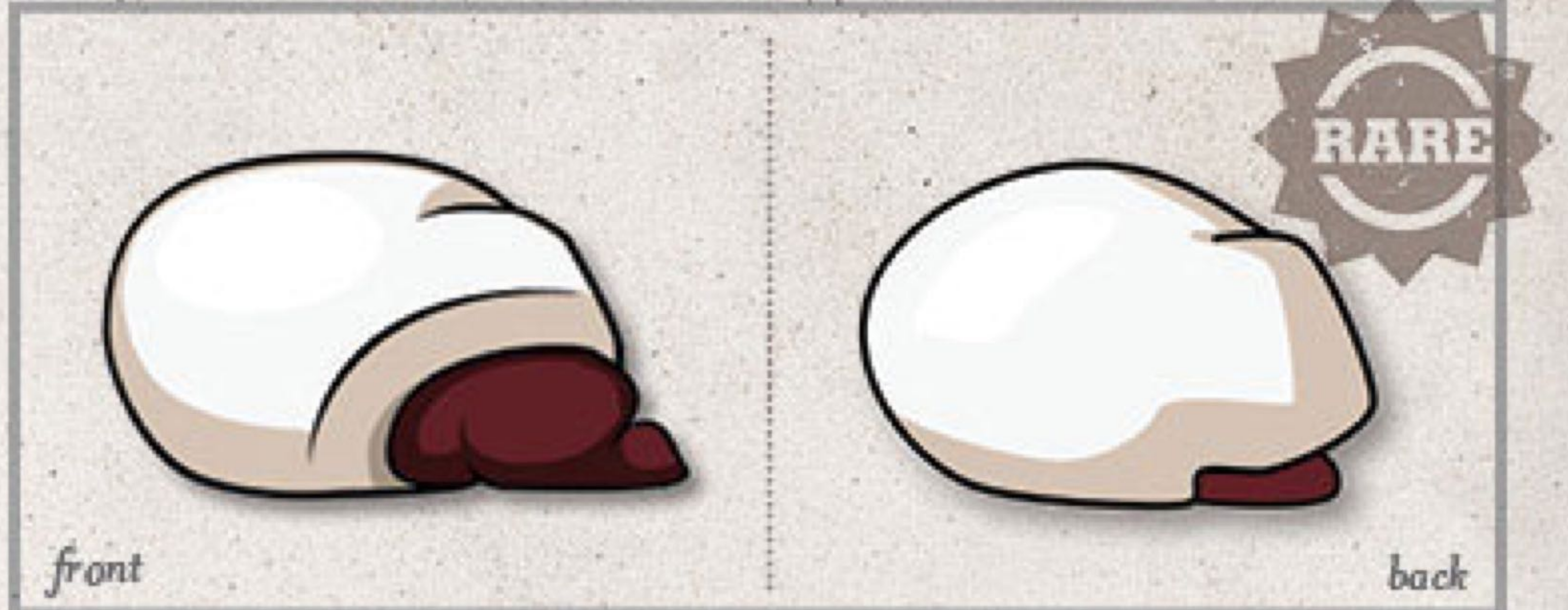
	FRONT	BACK
Off.	68	1
Def.	60	37
IQ	42	42
Spd.	45	1
Chp	7	

Machines mostly used to frighten impressionable Saturns with terrifying tales. These bots can't bite, but they can take a beating. Take out their Pigmask companions first.

WEAKNESS

FROSTED BUN

LVL 37



				DROPS
HP	522	EXP	1800	Magic Tart (10%)
PP	863	DP	300	

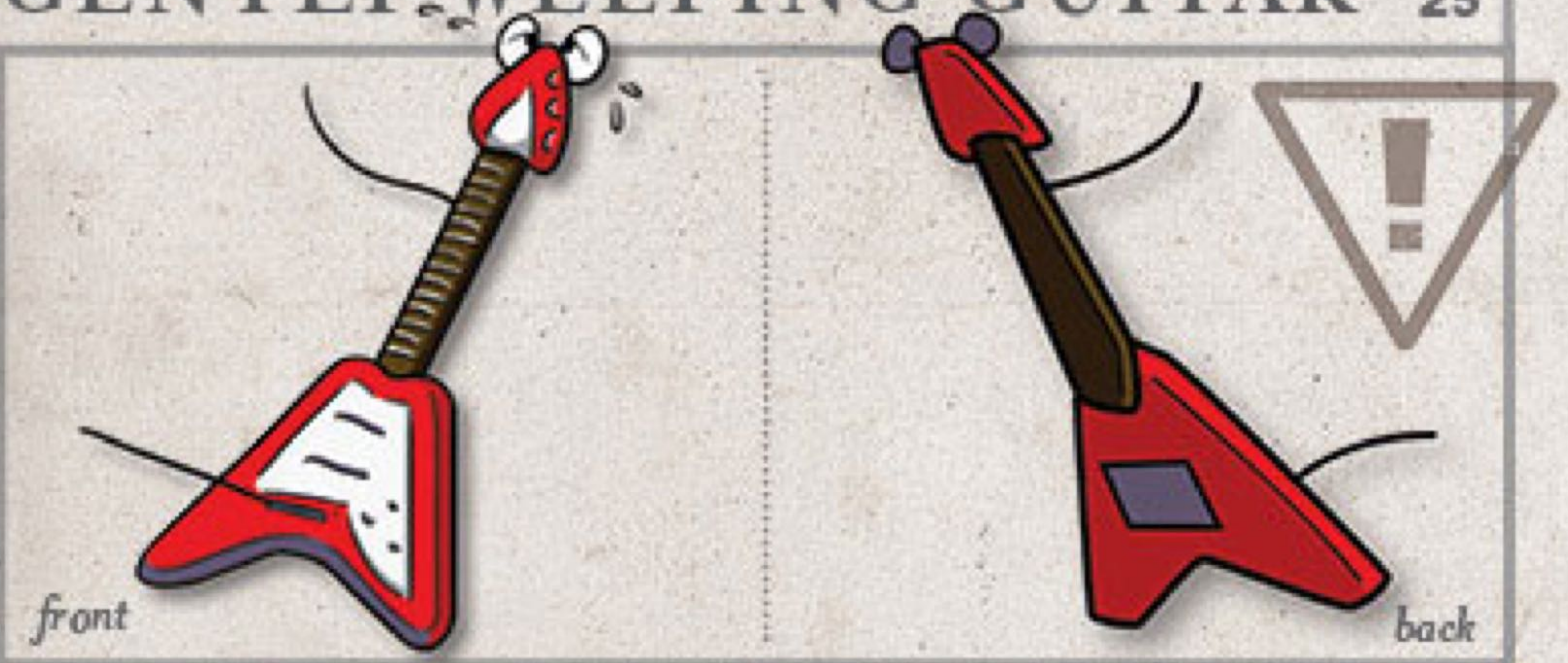
	FRONT	BACK
Off.	95	1
Def.	38	30
IQ	48	48
Spd.	62	1
Chp	7	

While climbing Snowcap Mountain, you might see what looks like a white rock on the ground. That is a Snow Bun, a timid creature that rarely shows its face. Its freezing attacks hurt, so melt it with PK Fire.

WEAKNESS

GENTLY WEEPING GUITAR

LVL 25



				DROPS
HP	250	EXP	90	Magic Gelatin (5%)
PP	0	DP	52	

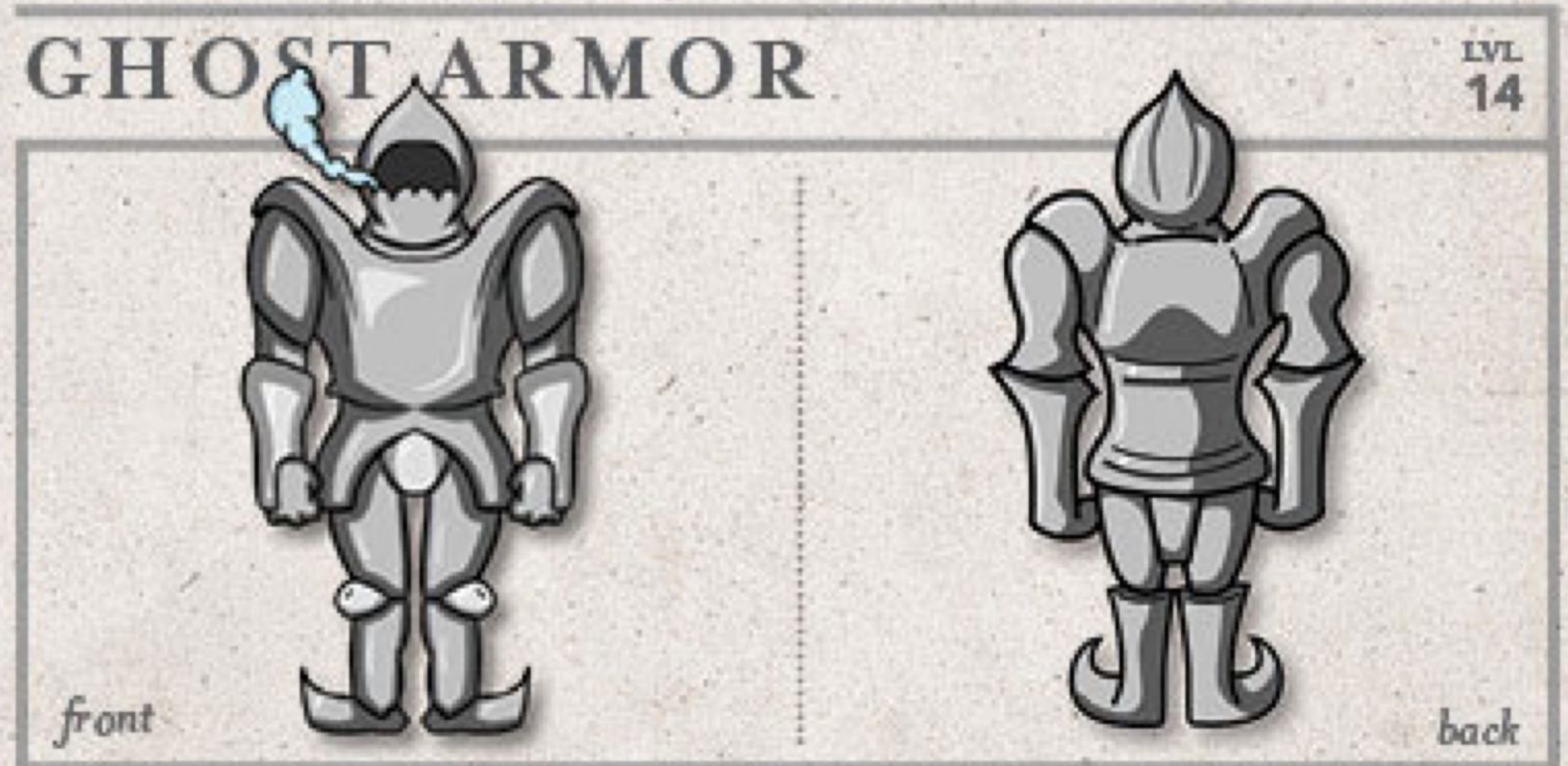
	FRONT	BACK
Off.	63	1
Def.	18	13
IQ	18	18
Spd.	22	1
Chp	4	

Looks like its capacitors still work after years in storage—take it out quickly or you'll be devastated by its double-strike electric blasts!

WEAKNESS

GHOST ARMOR

LVL 14



				DROPS
HP	141	EXP	72	Beef Jerky (20%)
PP	0	DP	0	

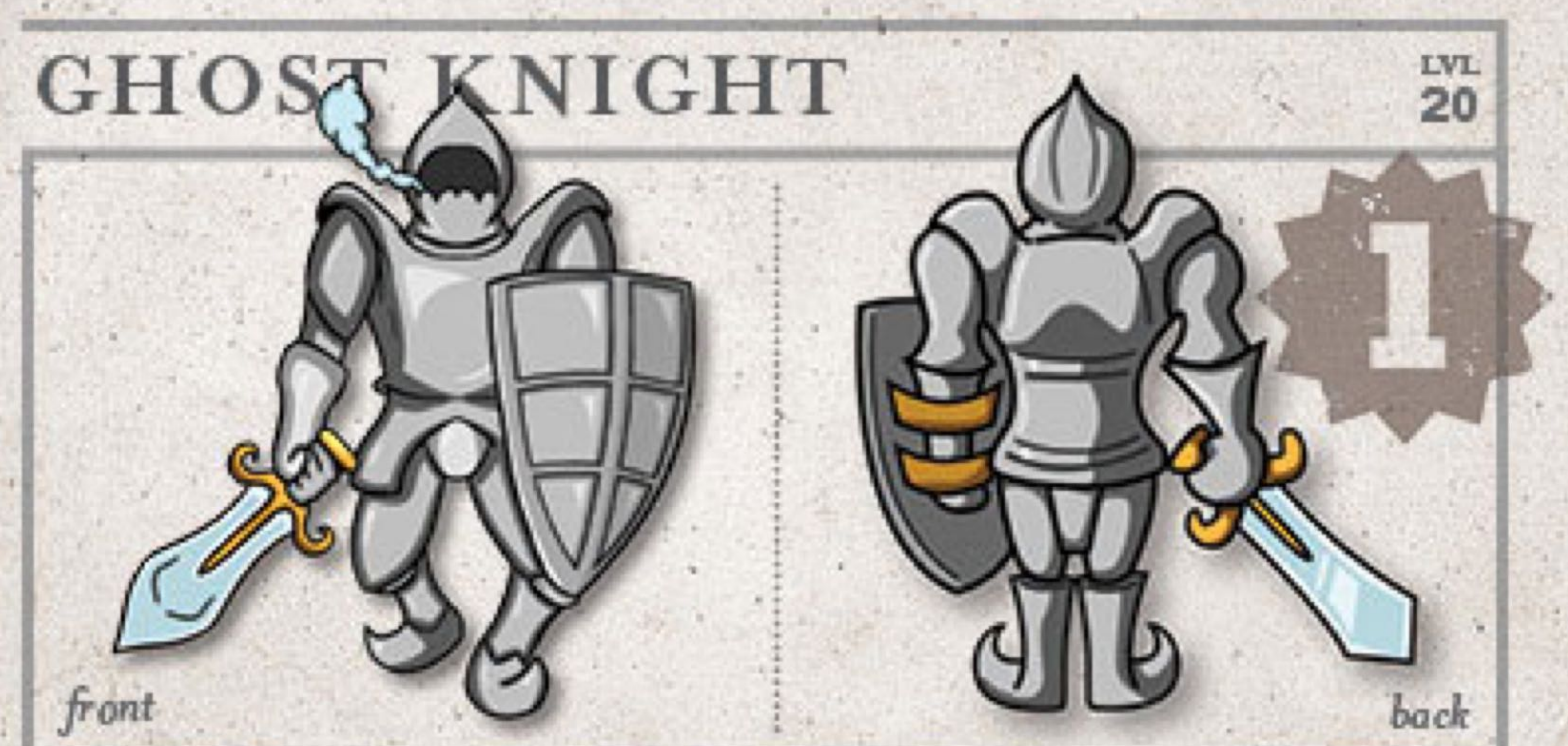
	FRONT	BACK
Off.	47	1
Def.	30	25
IQ	18	18
Spd.	5	1
Chp	2,5	

He likes to slice and dice, but a few hits are enough to cut him down to size. Your Thief Tools, aside from the Smoke Bomb, should prove to be helpful.

WEAKNESS

GHOST KNIGHT

LVL 20



HP	200	EXP	180
PP	20	DP	0

DROPS: Yogurt (70%)

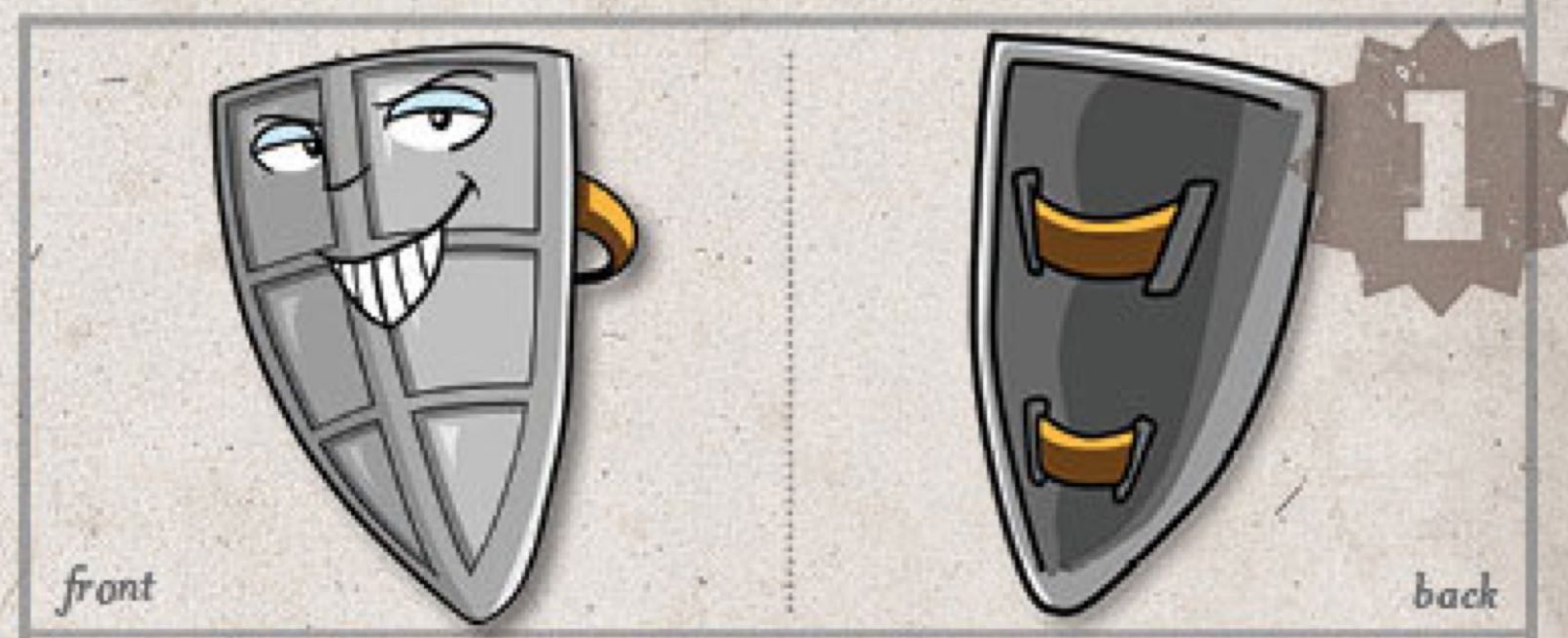
	FRONT	BACK
Off.	68	1
Def.	36	31
IQ	22	22
Spd.	5	1
Chp	2	

Hardheaded ghost disliked by all the other ghosts in the castle. Keep your health up and lower his offense and defense frequently! Your thief tools (except for the smoke bomb) will come in handy.

WEAKNESS

GHOST SHIELD

LVL 14



HP	124	EXP	37
PP	14	DP	0

DROPS: Rotten Milk (10%)

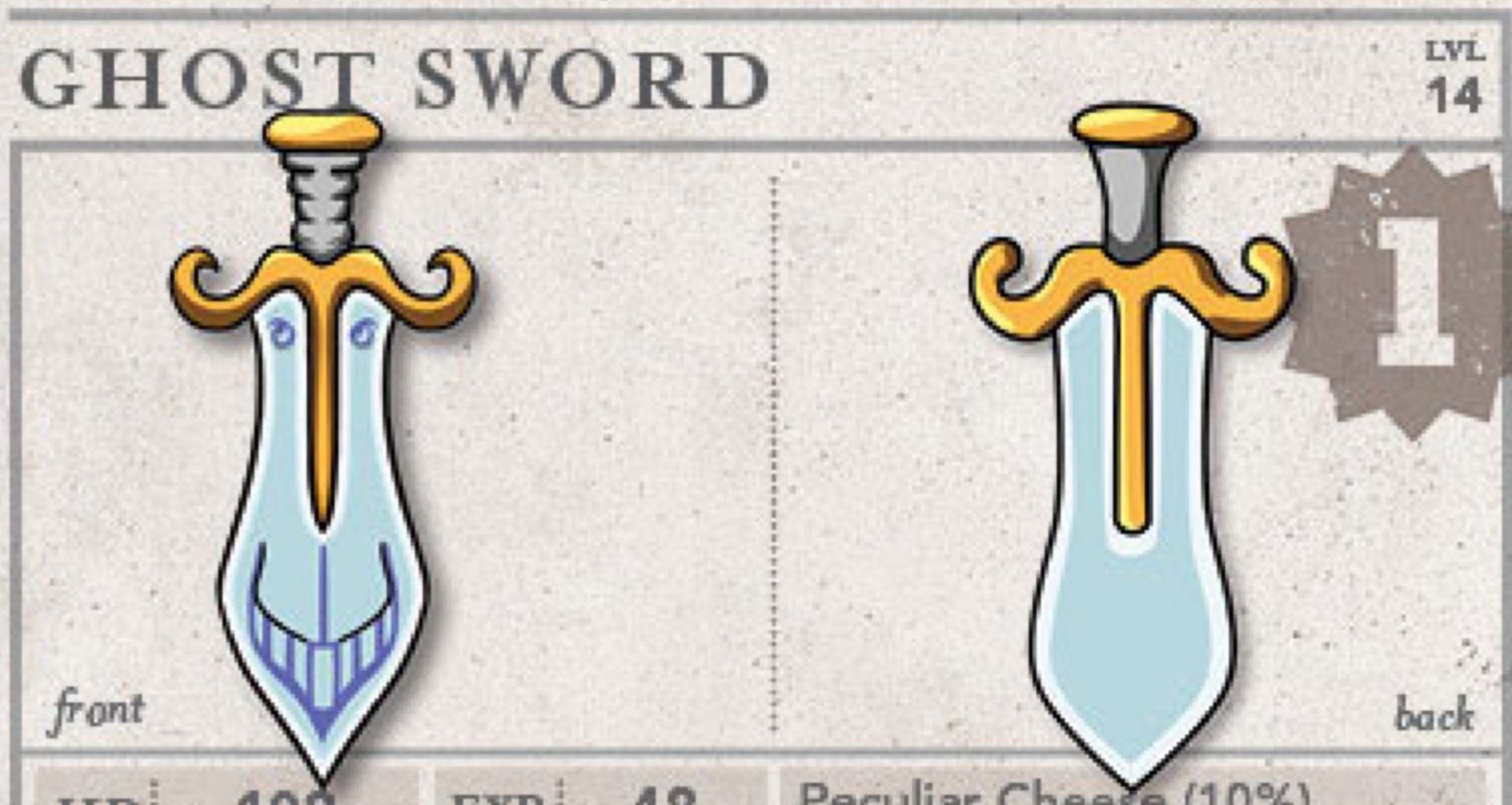
	FRONT	BACK
Off.	45	1
Def.	33	27
IQ	17	17
Spd.	10	1
Chp	2,5	

Don't be taken in by his toothy grin—although this chap isn't too aggressive, he has good defense. Send him looking for an orthodontist.

WEAKNESS

GHOST SWORD

LVL 14



HP	108	EXP	48
PP	12	DP	0

DROPS: Peculiar Cheese (10%)

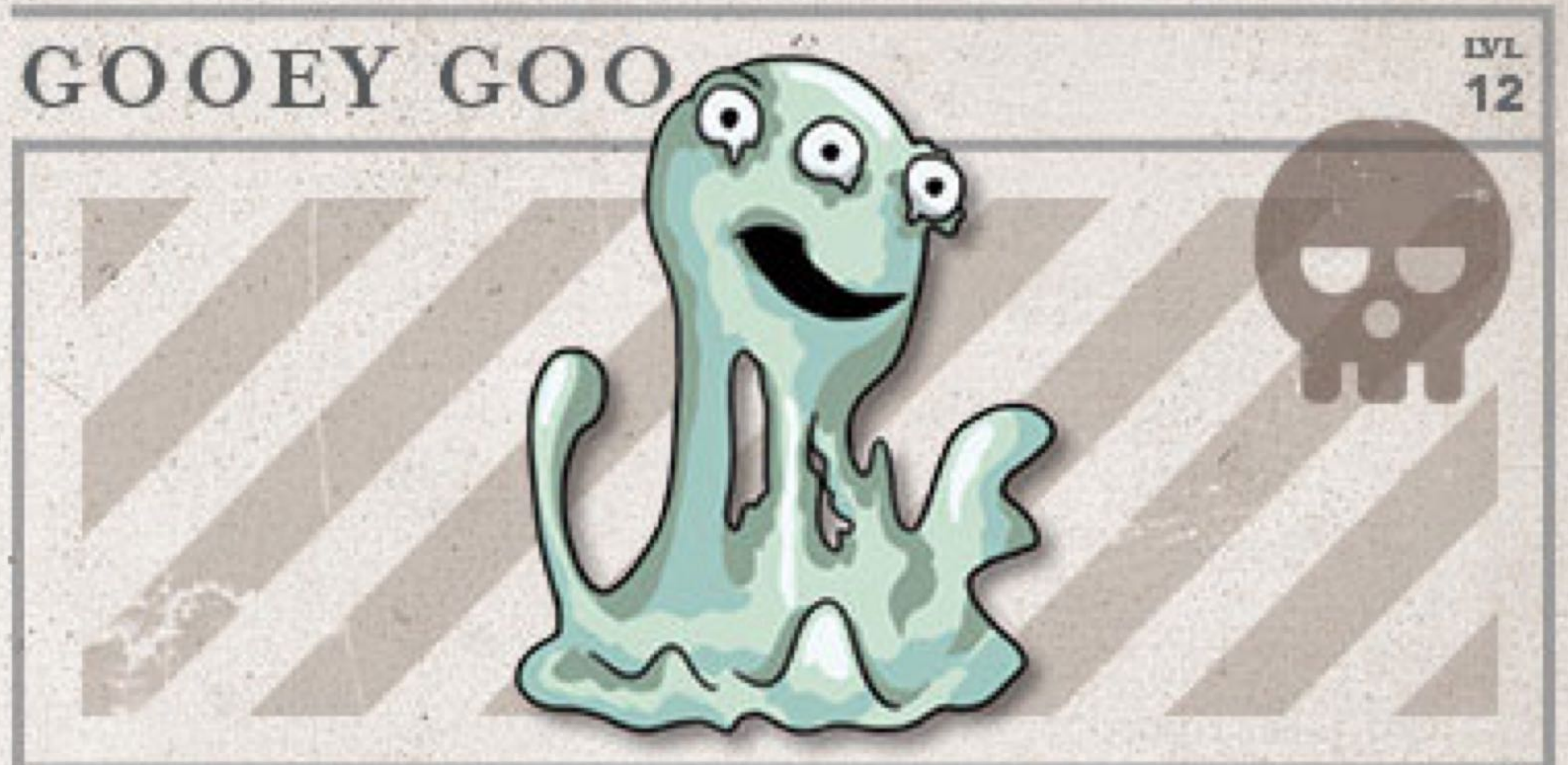
	FRONT	BACK
Off.	57	1
Def.	24	11
IQ	15	15
Spd.	26	1
Chp	2,5	

He likes to slice and dice, but a few hits are enough to cut him down to size.

WEAKNESS

GOOEY GOO

LVL 12



HP	92	EXP	82
PP	0	DP	0

DROPS: Mosquito Charm (100%)

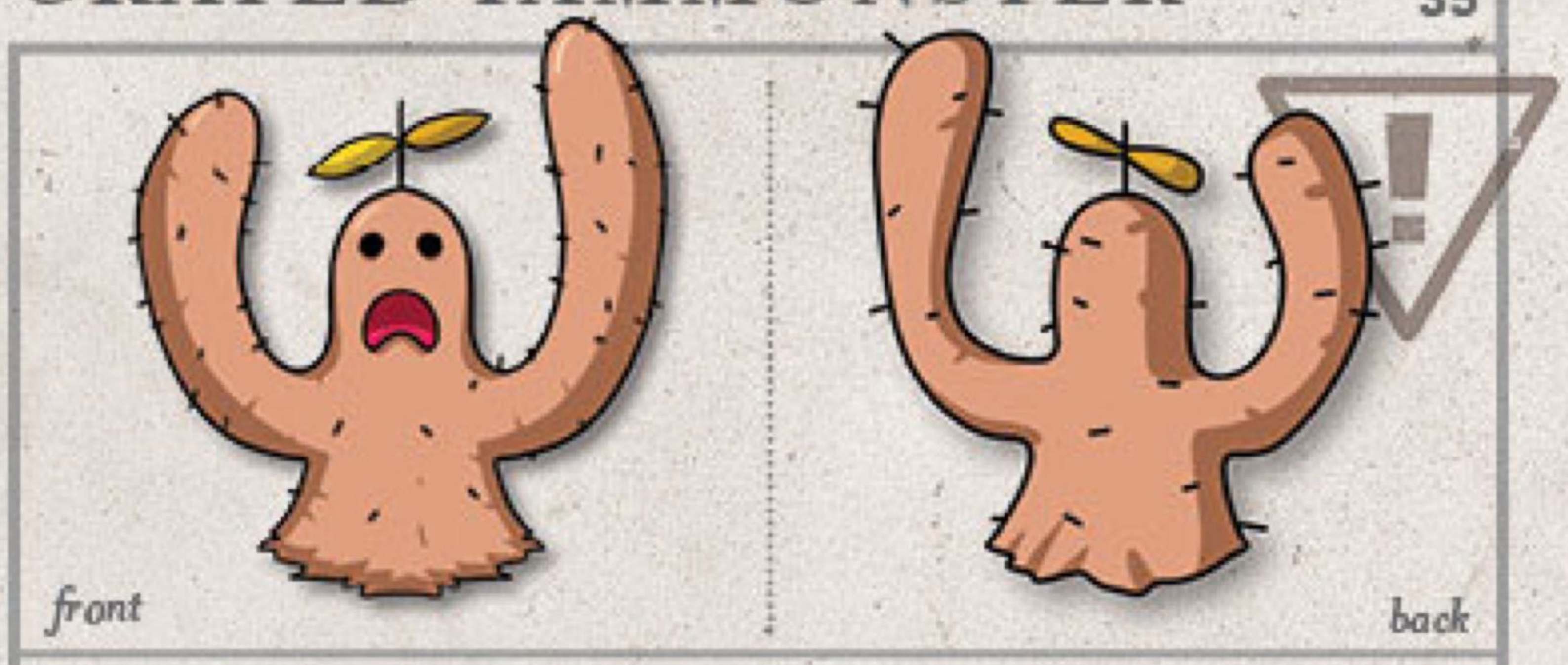
	FRONT	BACK
Off.	35	1
Def.	12	4
IQ	1	1
Spd.	1	1
Chp	3	

You'll face three at once — a perfect time for a Running Bomb. You'll find one in the nearby gift box. Use Make Laugh and let Fassad take care of the fighting. If you kill all but one and allow it to duplicate, you can rack EXP!

WEAKNESS

GRATED YAMMONSTER

LVL 35



HP	387	EXP	344
PP	60	DP	100

DROPS: Magic Tart (5%)

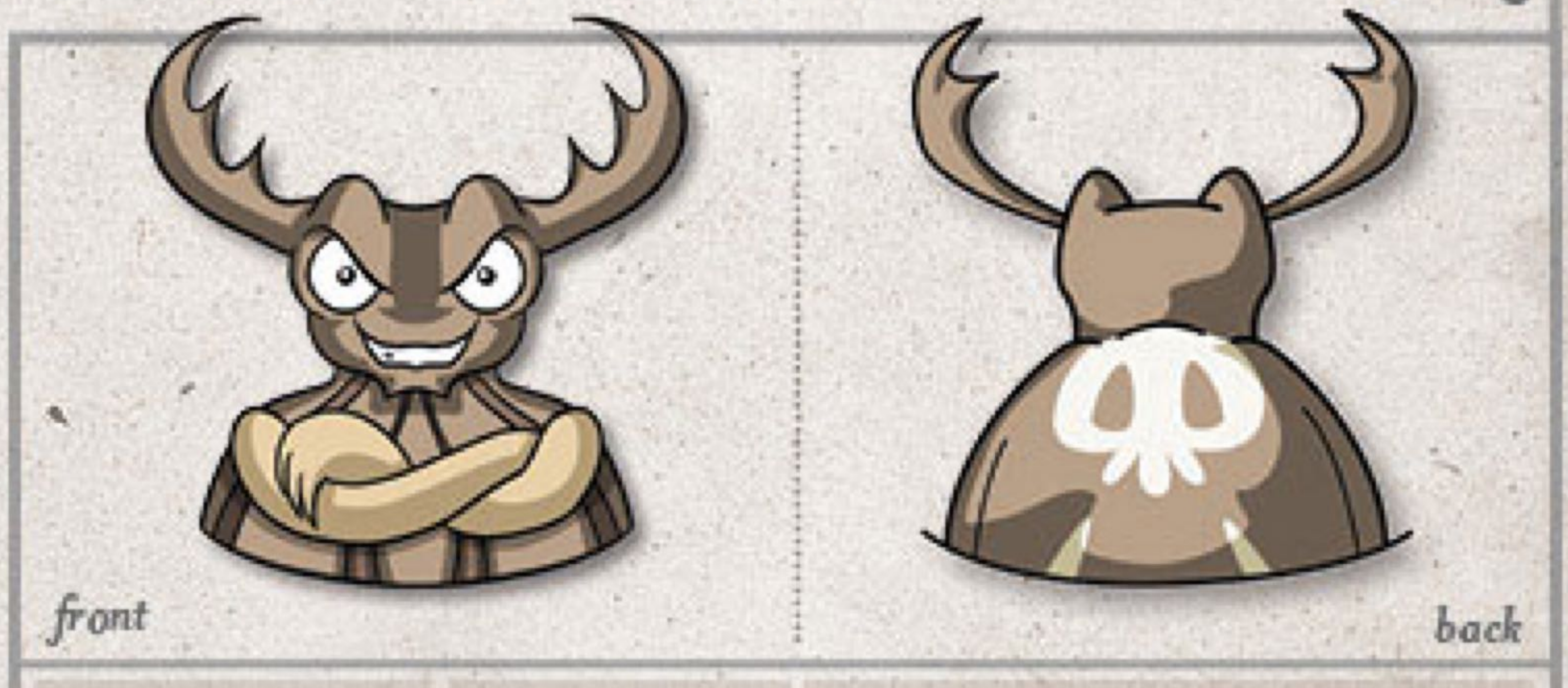
	FRONT	BACK
Off.	92	1
Def.	42	1
IQ	28	14
Spd.	38	1
Chp	4,5,7	

These starch-nemeses can use PK Freeze attacks, easily doing 150 damage in one round. Thankfully they like to stay in one place! It might be best to return when you're stronger.

WEAKNESS

GREAT ANTLION

LVL 6



HP	121	EXP	27
PP	0	DP	0

DROPS: Flea Charm (100%) Miniboss
Beef Jerky (10%) Regular

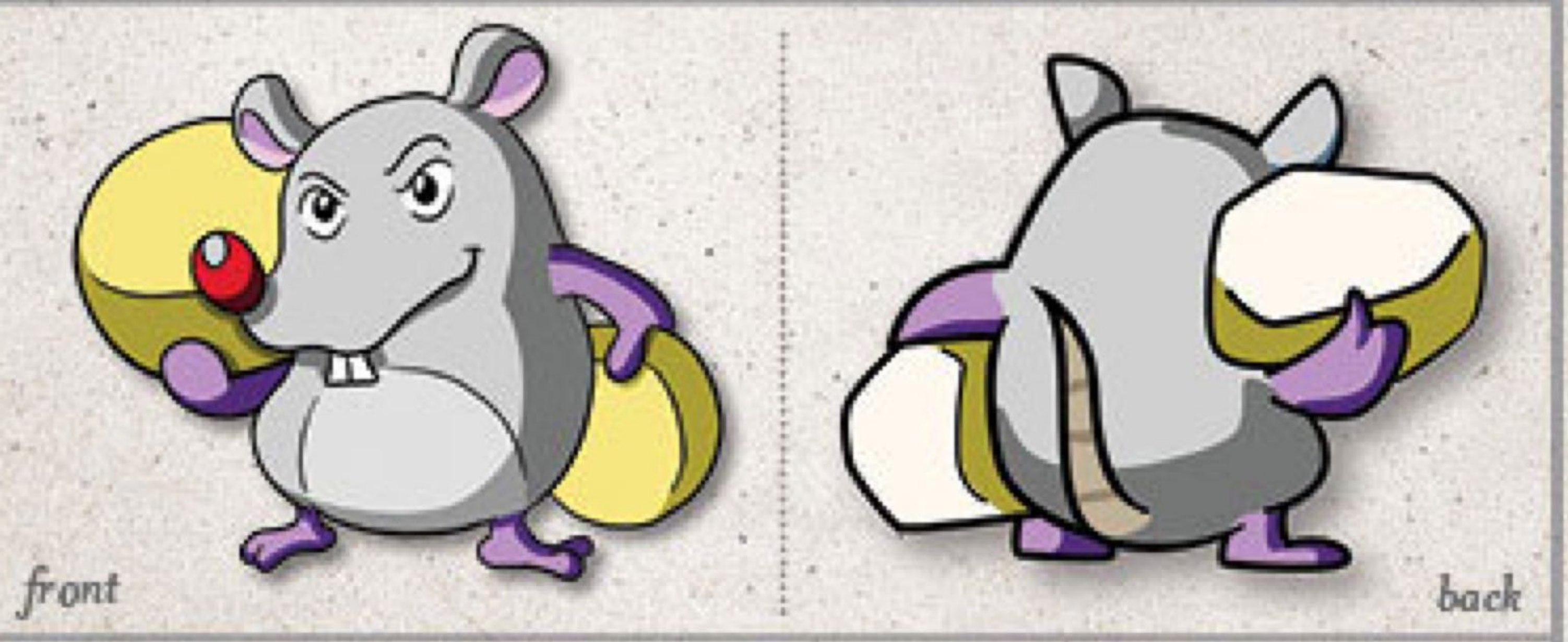
	FRONT	BACK
Off.	41	1
Def.	15	5
IQ	13	1
Spd.	5	1
Chp	3	

There is a miniboss version and a regular type. When the sand whirls, an antlion is lurking. They can make you cry uncontrollably or lose a turn, so use Monkey Mimic to inflict the most damage, or defend and let Fassad fight.

WEAKNESS

GREEDIER MOUSE

LVL 20



HP	140	EXP	60
PP	0	DP	35

DROPS
Peculiar Cheese (50%)
Big City Burger (10%)
Bag of Big City Fries (30%)

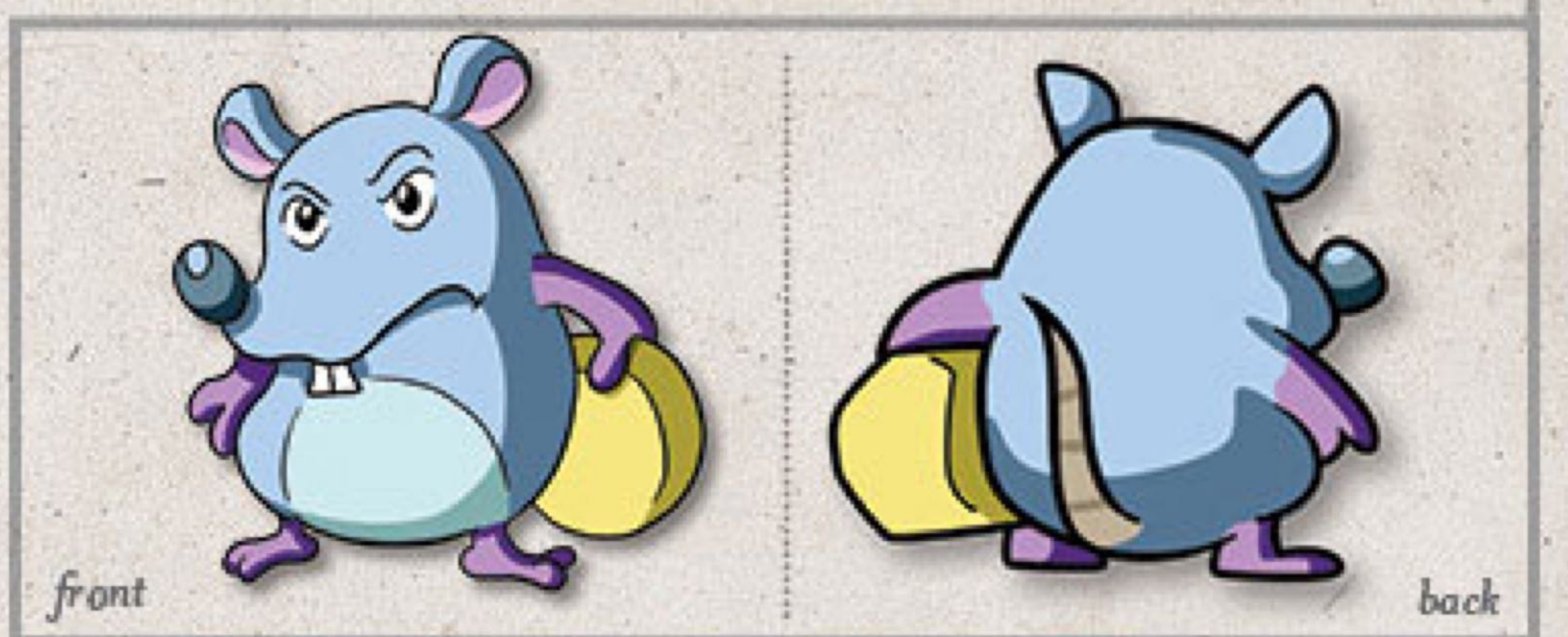
	FRONT	BACK
Off.	70	1
Def.	21	14
IQ	8	8
Spd.	29	1
Chp	4	

Chubby and greasy with dirty pink feet. A greedier mouse you will never meet. It drops a buffet of foods you can eat. Slice this guy's cheese for a chance at a treat!

WEAKNESS

GREEDY MOUSE

LVL 14



HP	86	EXP	35
PP	0	DP	0

DROPS
Peculiar Cheese (20%)
Nut Bread (20%)

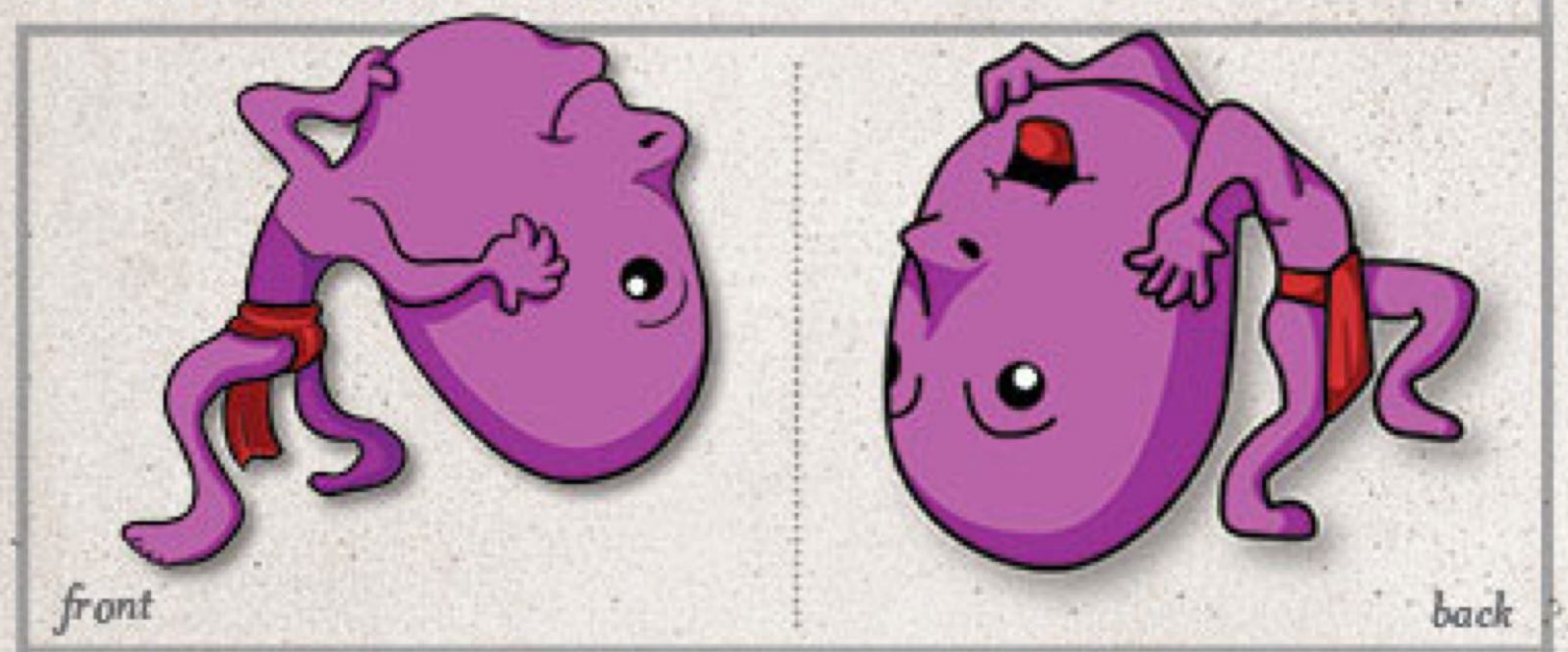
	FRONT	BACK
Off.	47	1
Def.	16	11
IQ	15	15
Spd.	22	1
Chp	1,2,3	

An inability to share led it to its battle with you. Teach it a lesson with a couple hits and hope that the little vermin leaves you a treat to snack on after the bout.

WEAKNESS

HEFTYHEAD

LVL 52



HP	1864	EXP	2863
PP	80	DP	312

DROPS
Mystical Stick (3%)

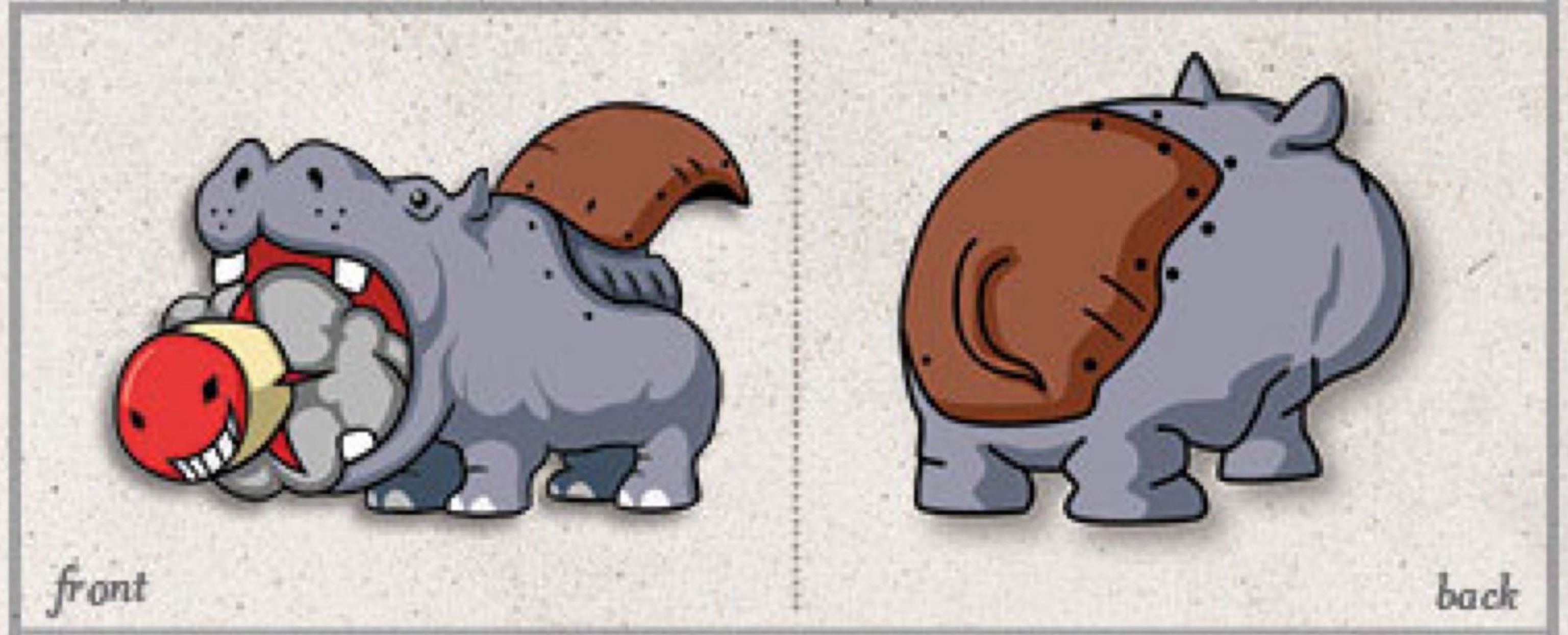
	FRONT	BACK
Off.	172	1
Def.	88	77
IQ	88	88
Spd.	40	1
Chp	7	

These toughies travel alone and wreak havoc with nasty noggin attacks. Their rhythm is awkward, so have Kumatora use PK Freeze. If you're lucky you'll find one of Lucas's best weapons at the end of battle.

WEAKNESS

HIPPO LAUNCHER (LAND)

LVL 60



HP	998	EXP	4566
PP	0	DP	254

DROPS
Thud Charm (3%)

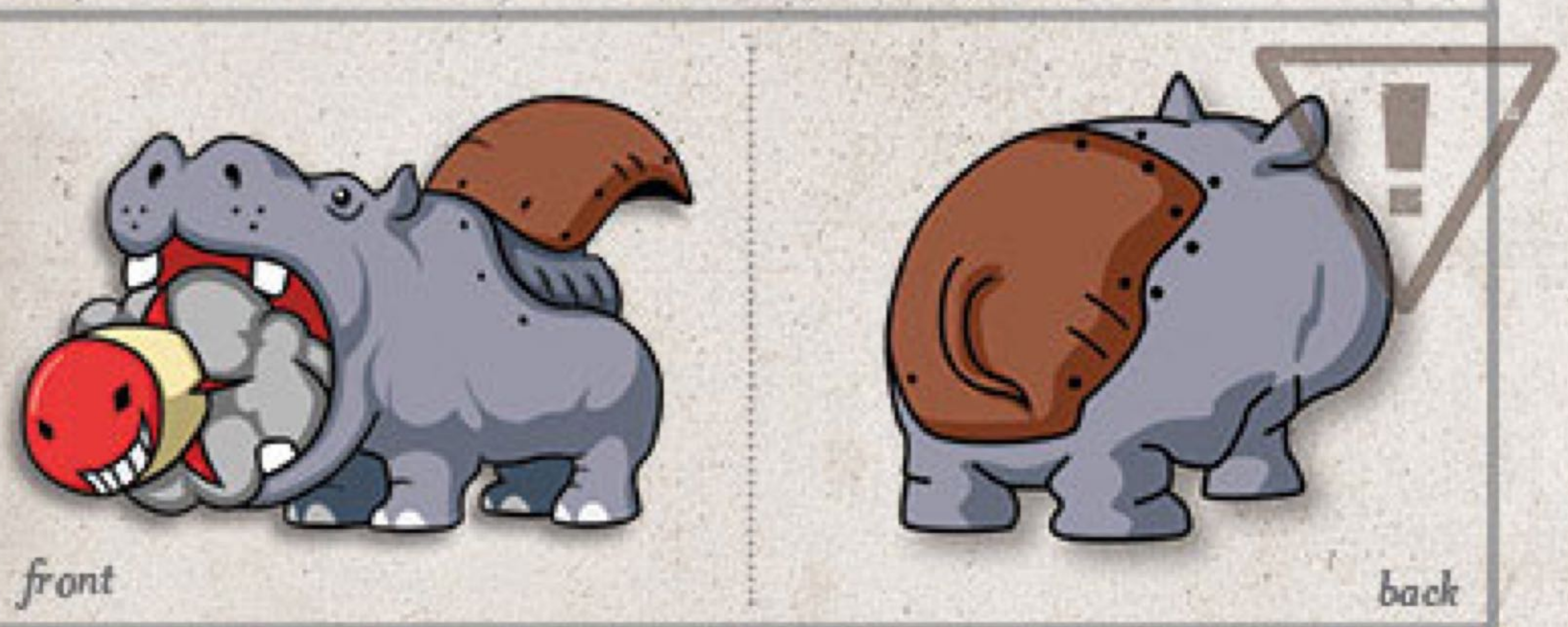
	FRONT	BACK
Off.	182	182
Def.	108	108
IQ	50	50
Spd.	58	58
Chp	8	

This isn't your average household hippopotamus. One blast from its mouth-missile and you're mincemeat! Turn these land launchers around as much as you can to avoid their assault.

WEAKNESS

HIPPO LAUNCHER (WATER)

LVL 60



HP	1623	EXP	4566
PP	0	DP	254

DROPS
Thud Charm (3%)

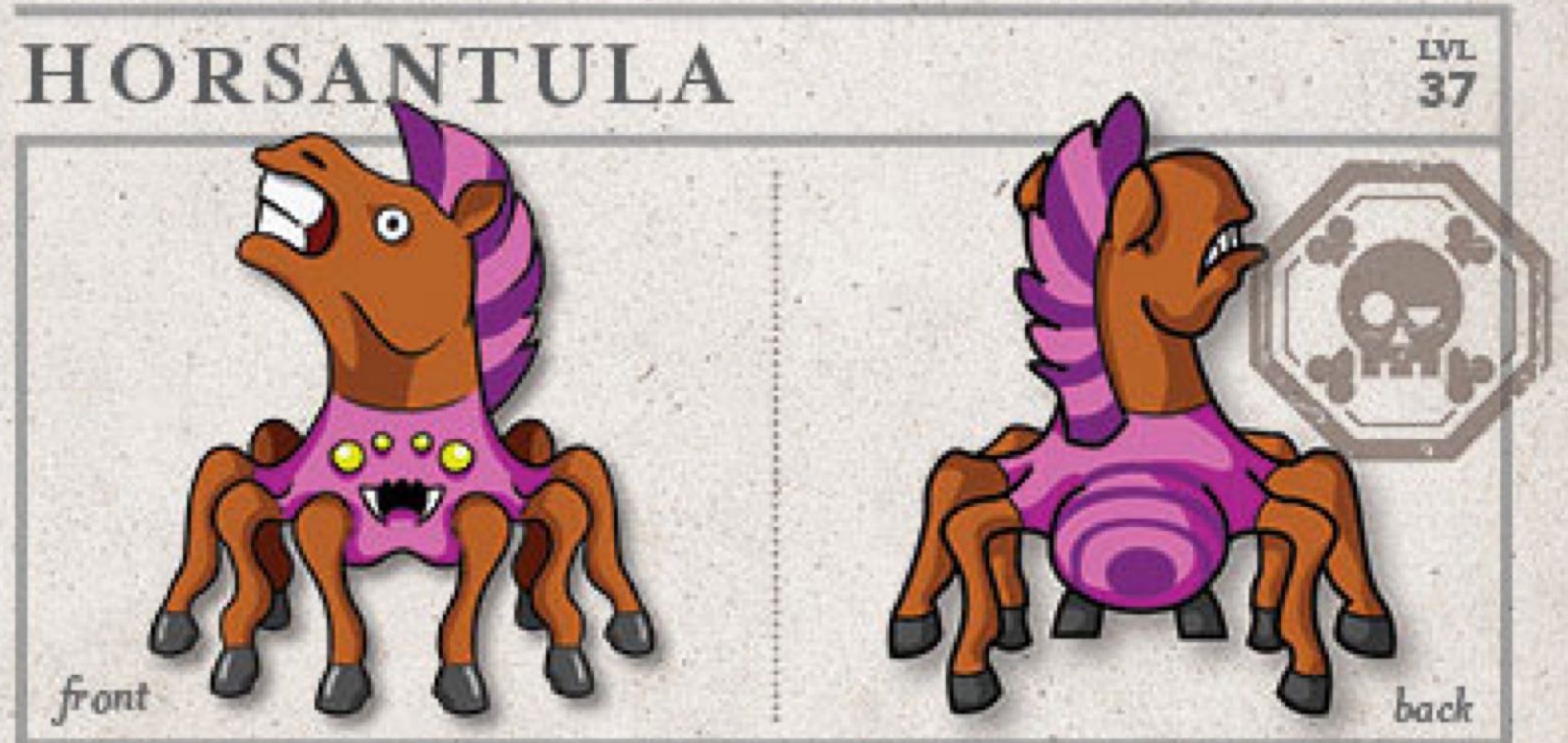
	FRONT	BACK
Off.	182	182
Def.	108	108
IQ	50	50
Spd.	58	58
Chp	8	

This verion of the Hippo Launcher has a load more HP and is much tougher. One blast from its mouth-missile and you're mincemeat!

WEAKNESS

HORSANTULA

LVL 37



HP	458	EXP	352
PP	60	DP	67

DROPS
Antidote (10%)

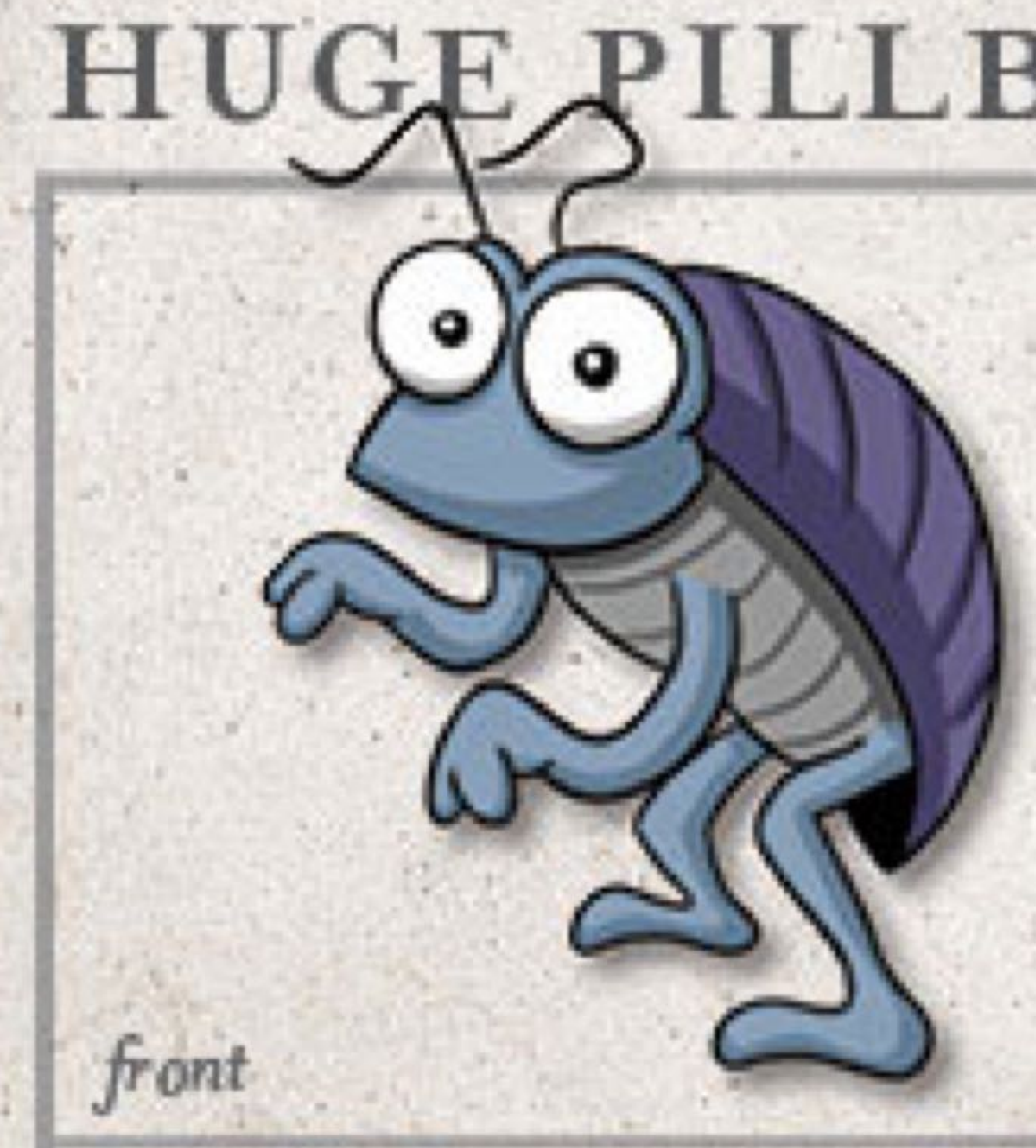
	FRONT	BACK
Off.	116	1
Def.	57	47
IQ	27	27
Spd.	47	1
Chp	7	

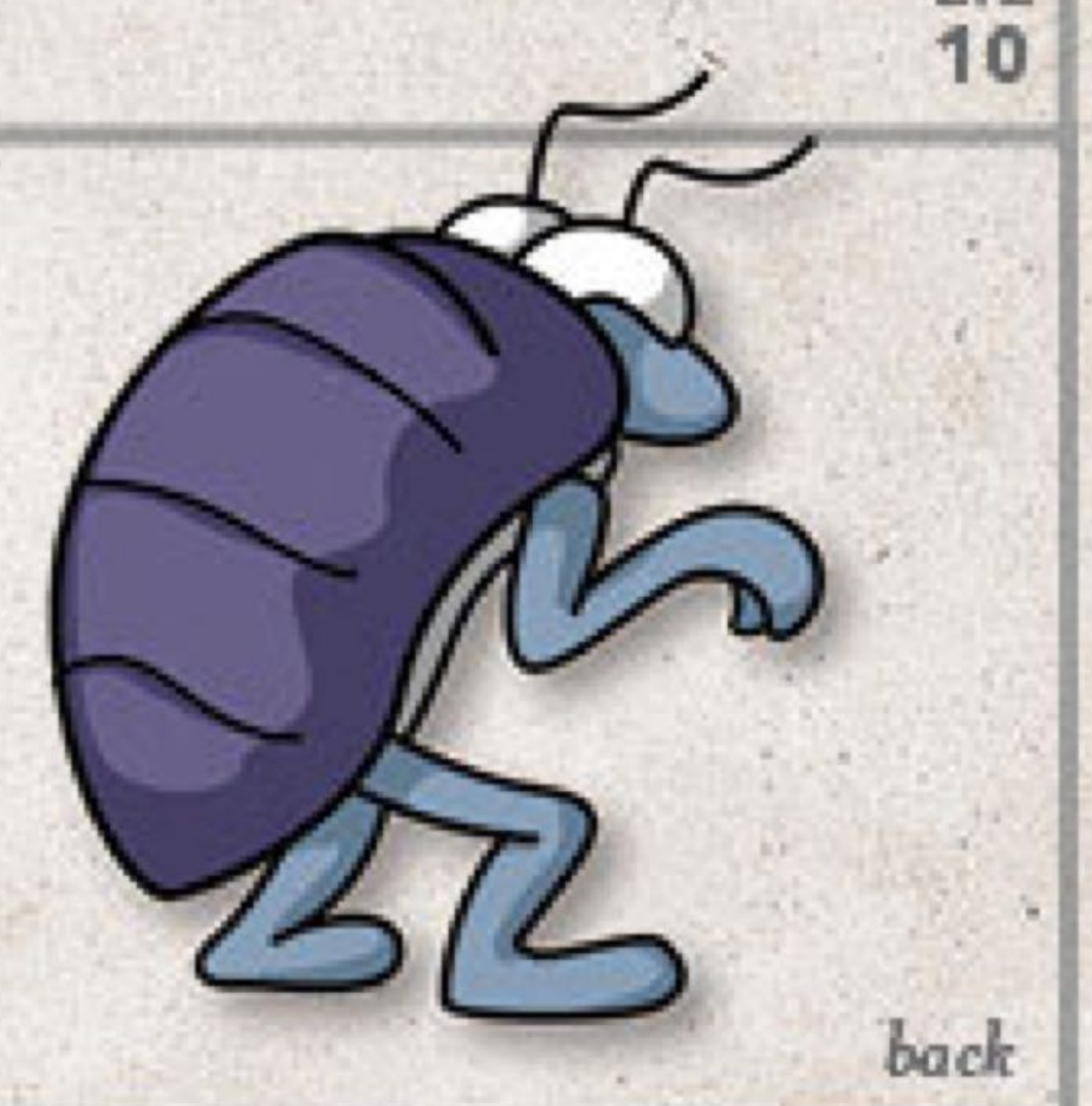
These creepy horses sometimes hit multiple times in the same turn, and their bites are poisonous! They also have an overabundance of eyes, all of which can cry, so keep that in mind.

WEAKNESS

HUGE PILLBUG

LVL 10





HP	60	EXP	30
PP	0	DP	0

DROPS: Nut Bread (30%)

	FRONT	BACK
Off.	35	1
Def.	20	12
IQ	10	10
Spd.	1	1

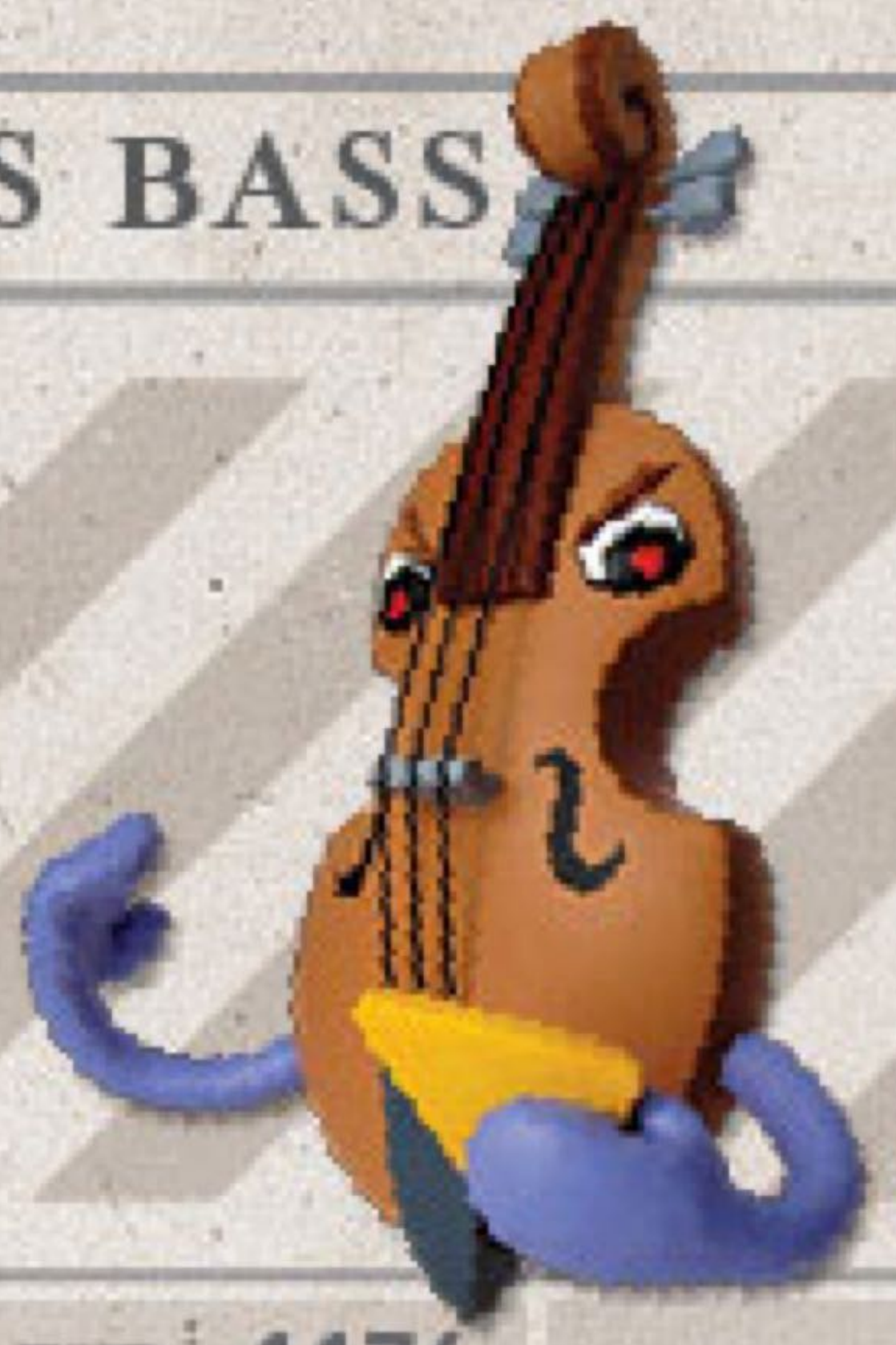
Chp 3

Avoid this guy altogether by running it over with the Pork Bean. If you approach one, it will roll up into a ball. Just press A next to it to initiate battle. HUGE Pillbugs are very easy to take out and give a nice amount of EXP.

WEAKNESS

JEALOUS BASS

LVL 25



HP	978	EXP	1176
PP	32	DP	624

DROPS

	FRONT	BACK
Off.	58	1
Def.	25	20
IQ	20	20
Spd.	26	1

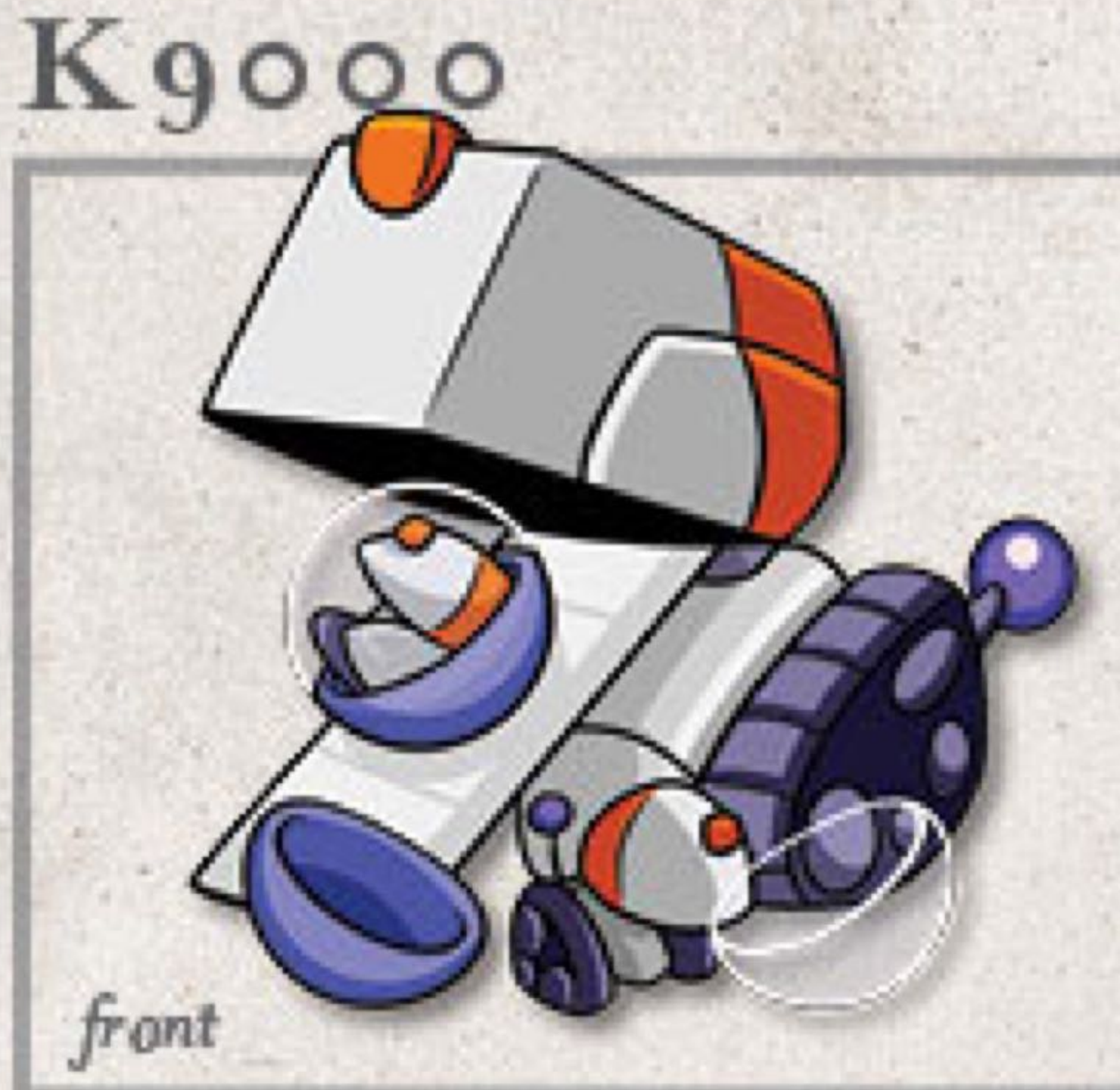
Chp 4

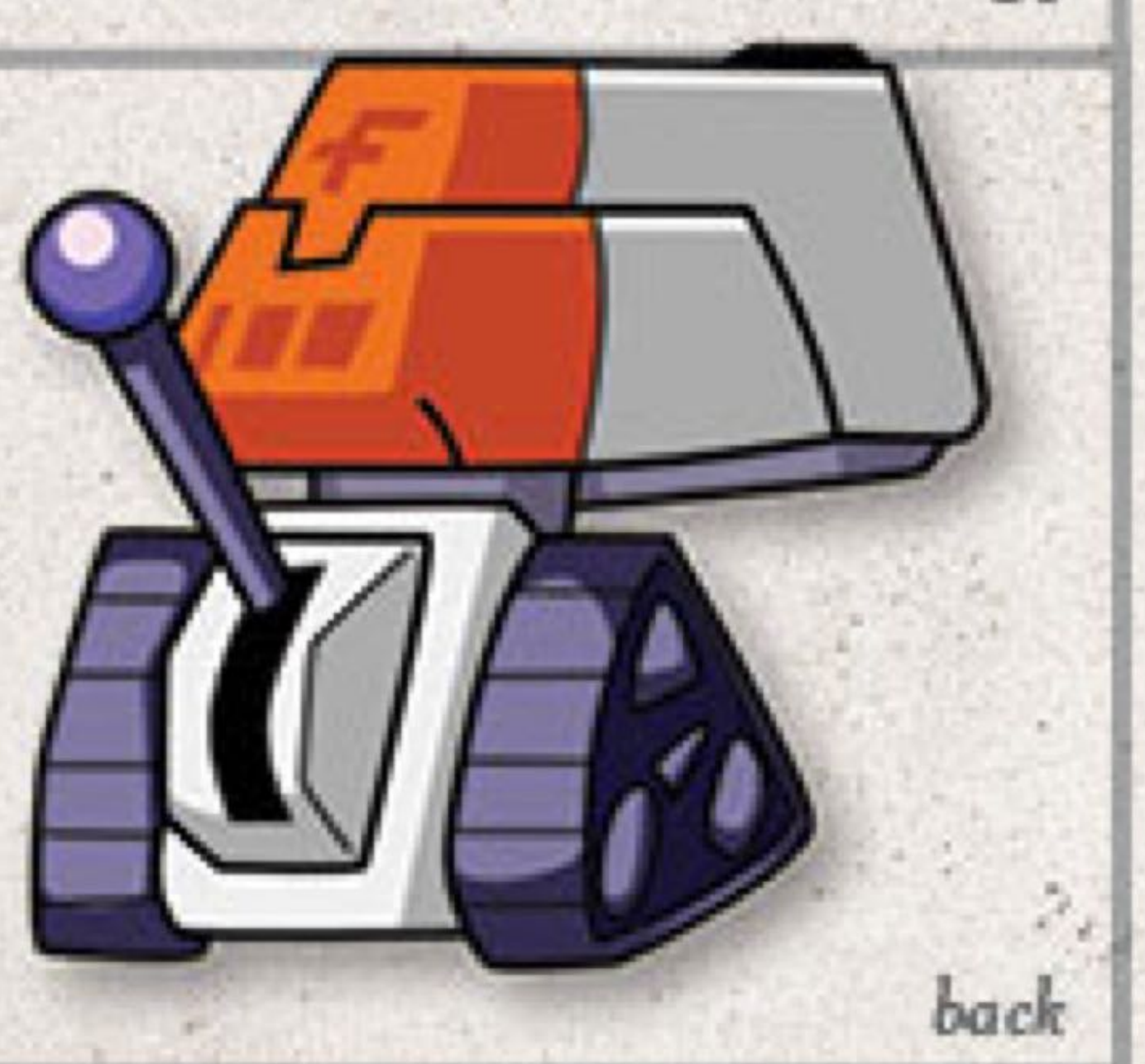
It has powerful attacks on its own, it can team up with its cohorts to make groovy group attacks that put the hurt on you. Stop the music by using a PK LOVE blast and a bomb in the first round, then focus on covering your basses.

WEAKNESS

K9000

LVL 57





HP	1086	EXP	3529
PP	0	DP	230

DROPS: New Year's Eve Bomb (5%)

	FRONT	BACK
Off.	138	1
Def.	126	112
IQ	57	57
Spd.	38	1

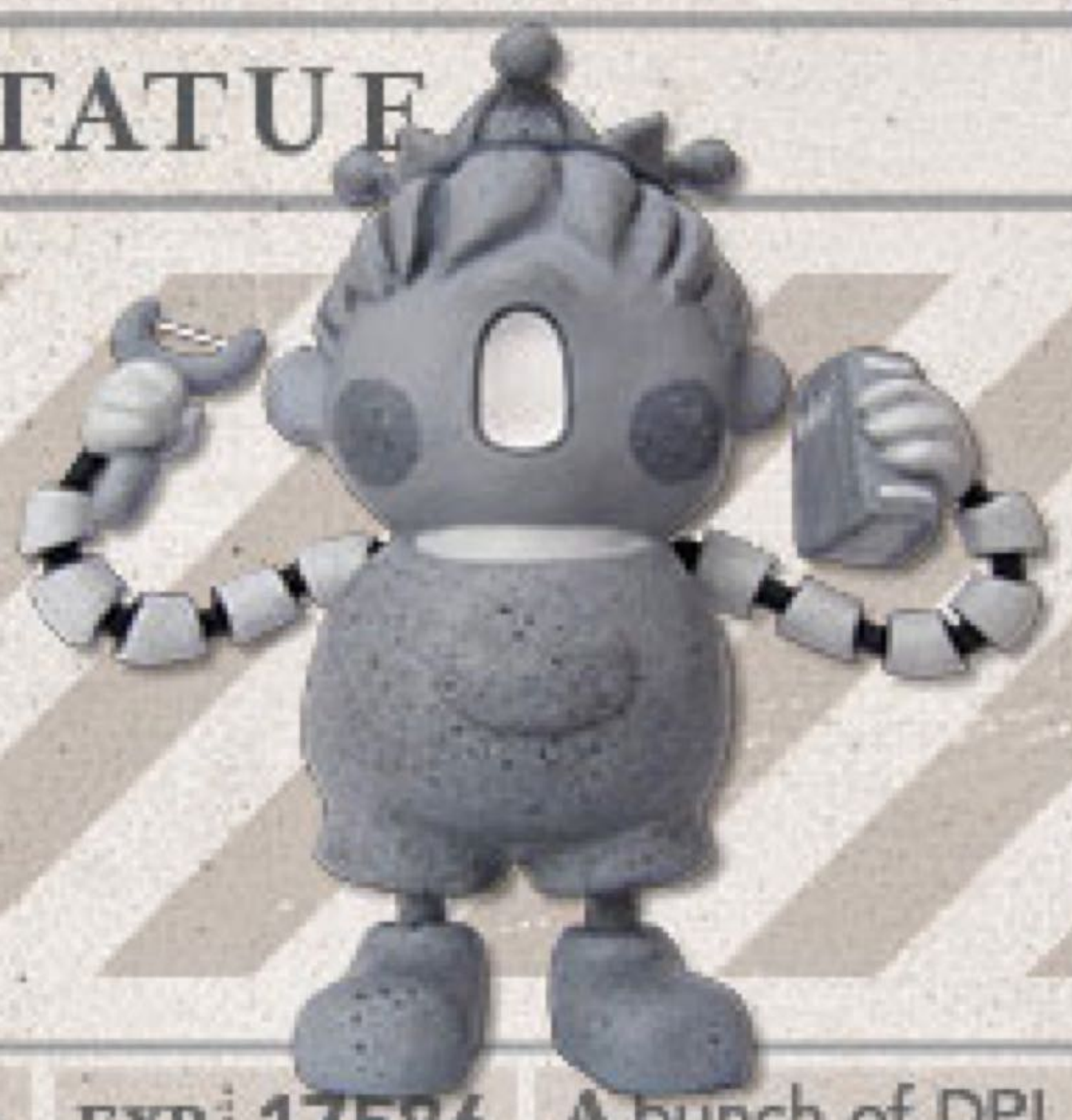
Chp 8

This recursive pooch may irritate your metallurgies. Give it an obedience lesson before it blinds you with its dazzling light.

WEAKNESS

KING STATUE

LVL 99



HP	1 Million	EXP	17586
PP	0	DP	2400

DROPS: A bunch of DP!

	FRONT	BACK
Off.	228	228
Def.	255	255
IQ	200	200
Spd.	78	1

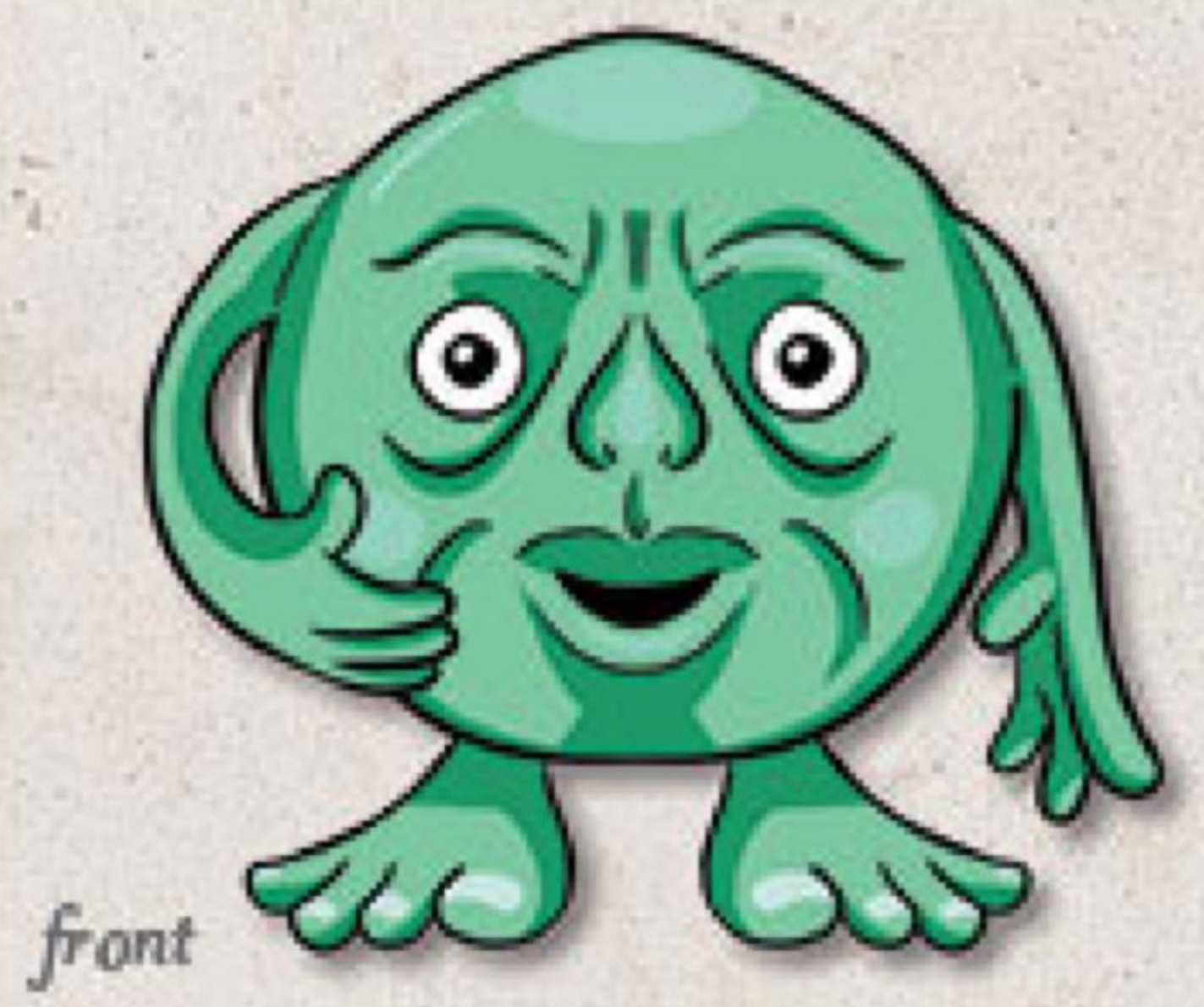
Chp 8

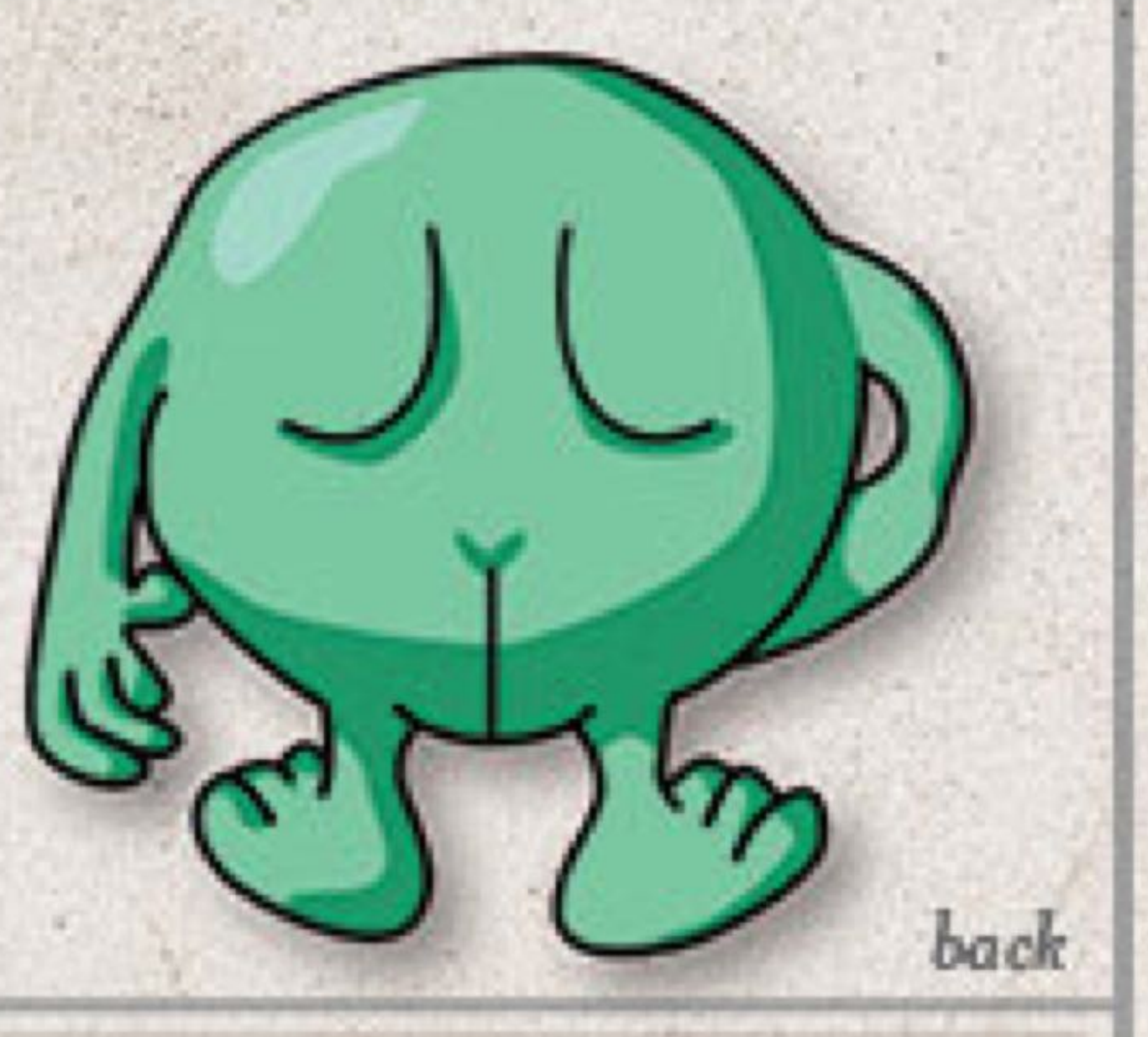
The "divine protector" of the city can take you down in a single turn if you let it. It will flail its arms around and slam its feet to deal mortal damage to your entire party. Guard and use the New Year's Eve Bomb, it's your only hope!

WEAKNESS

LI'L BIG BRO

LVL 14





HP	138	EXP	85
PP	0	DP	0

DROPS: Beef Jerky (70%)

	FRONT	BACK
Off.	47	1
Def.	20	1
IQ	15	11
Spd.	12	1

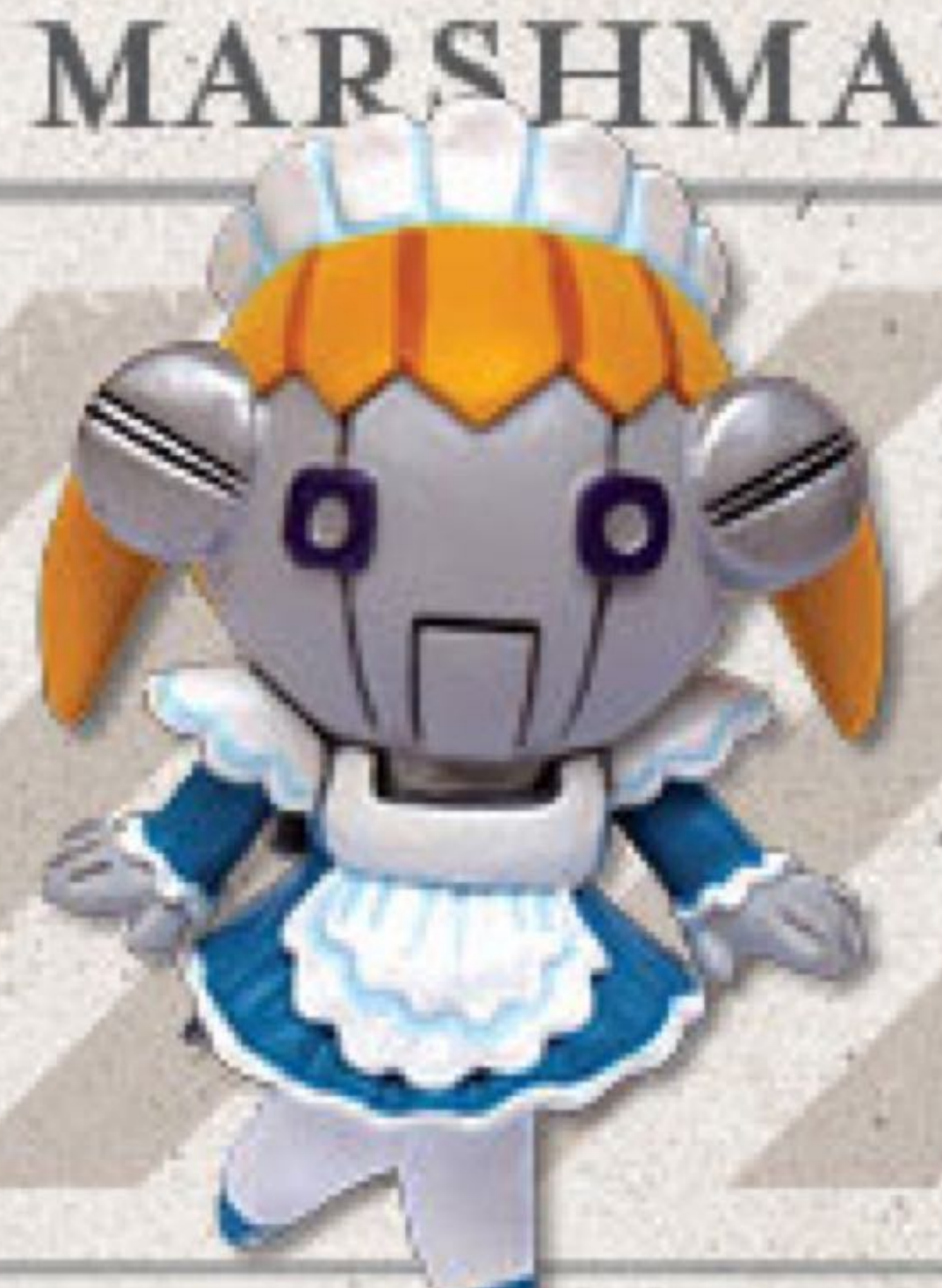
Chp 3

That confused look on his face makes you wonder if he really wants to battle. Lighten the mood by making him laugh.

WEAKNESS

LI'L MISS MARSHMALLOW

LVL 30



HP	2300	EXP	2864
PP	0	DP	824

DROPS: Friend's Yo-Yo 100%

	FRONT	BACK
Off.	110	132
Def.	46	55
IQ	23	30
Spd.	35	40

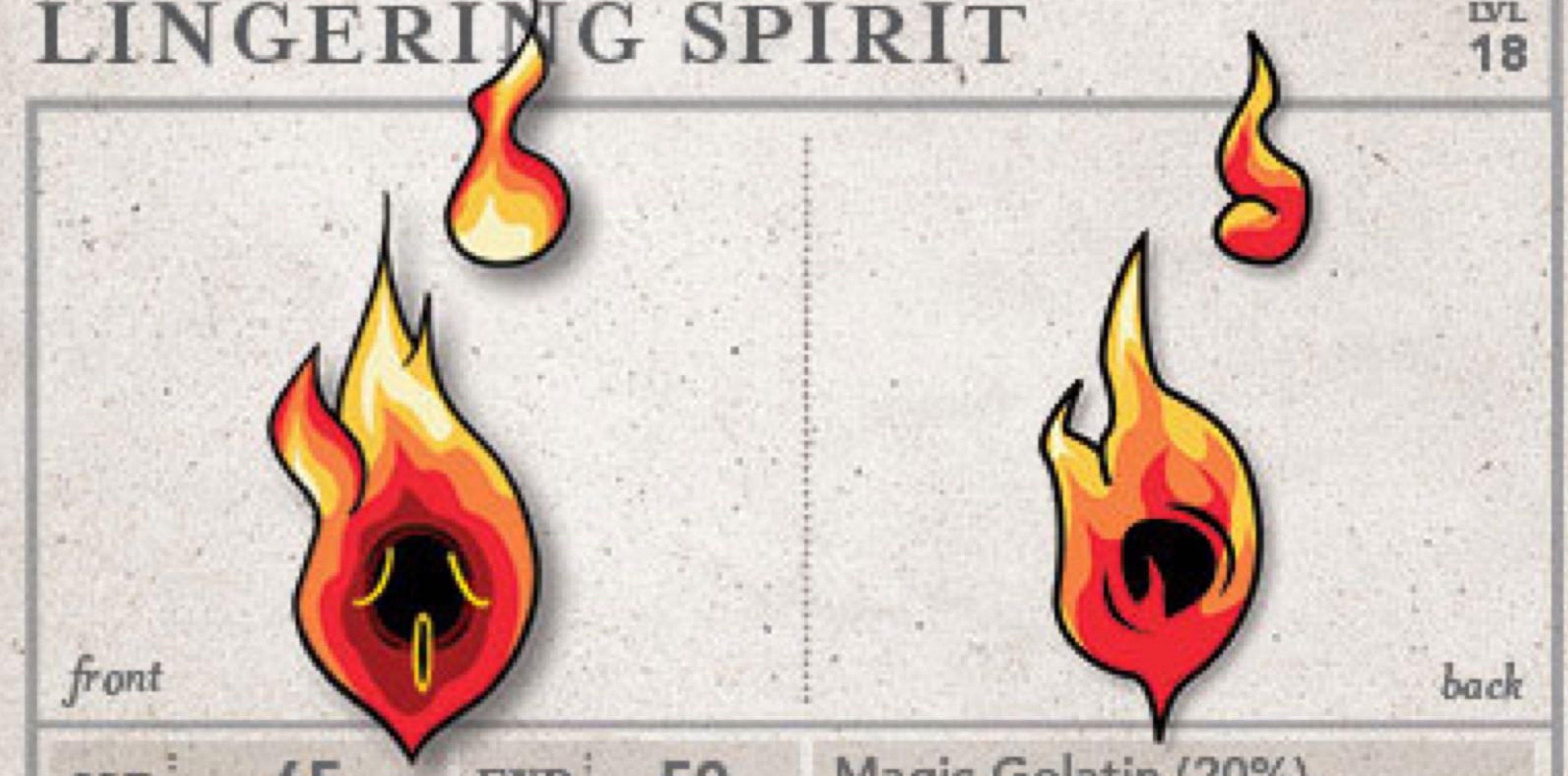
Chp 5

This metal maniacal maid's insane HP and Offense stats belie her kindly steel exterior. Stick to the Offense/Defense Down strategy. Marshmallow's stats, PK Thunder is her best attack. Feel free to make use of a Saltwater gun.

WEAKNESS

LINGERING SPIRIT

LVL 18



HP	65	EXP	59
PP	18	DP	0

DROPS Magic Gelatin (20%)

	FRONT	BACK
Off.	44	1
Def.	50	46
IQ	21	21
Spd.	17	1

Chp 2,5

There's no use crying over past sorrows, especially if they're not yours. Put a stop to the flow of tears with a round of PSI Freeze!

WEAKNESS

LORD PASSION

LVL 24

HP	2897	EXP	1086
PP	0	DP	280

DROPS Mystical Shoes 100%

	FRONT	BACK
Off.	82	0
Def.	43	43
IQ	45	1
Spd.	34	1

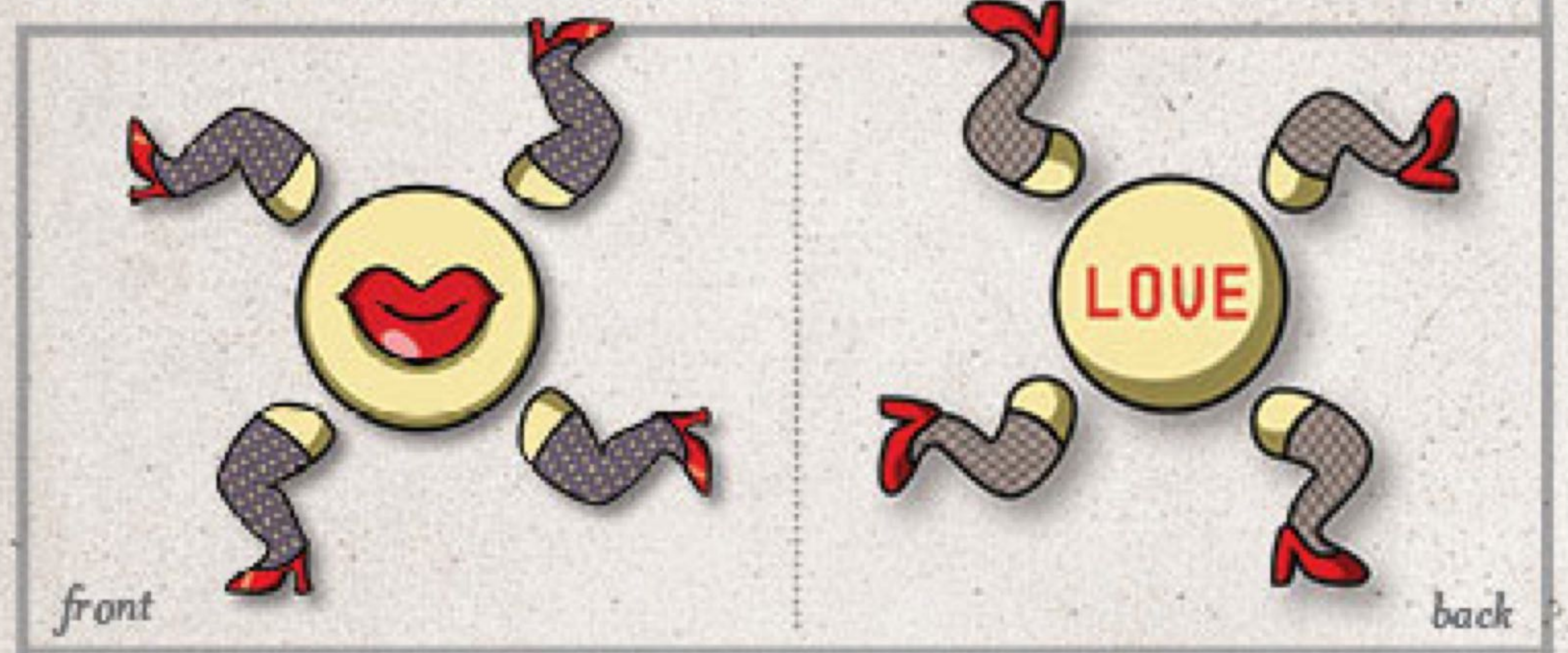
Chp 5

Take down this passionate poltergeist with a mix of PSI and combos. Kumatora's PK Fire works well, while Duster's Scary Mask and Smoke Bomb will make the battle easier.

WEAKNESS

LOVE WALKER

LVL 56



HP	847	EXP	3316
PP	300	DP	121

DROPS Goddess Ribbon (3%)

	FRONT	BACK
Off.	132	1
Def.	77	64
IQ	68	68
Spd.	53	1

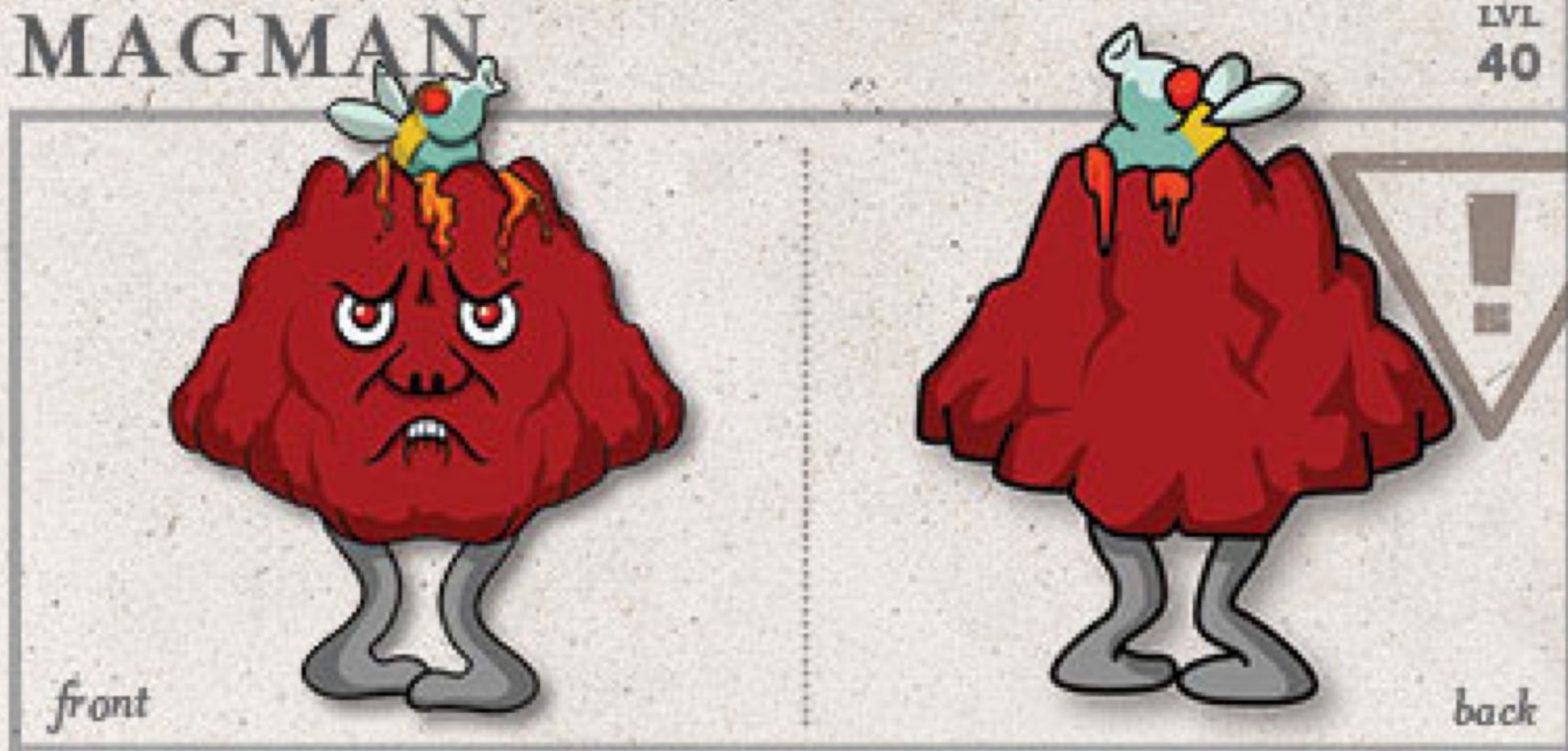
Chp 7

Don't get burnt by these flaming lips. Its kisses are twice as disgusting as grandma's, but the difference is that you're free to use PK Fire on this thing.

WEAKNESS

MAGMAN

LVL 40



HP	594	EXP	1194
PP	150	DP	278

DROPS Double Jerky (20%)

	FRONT	BACK
Off.	135	1
Def.	72	60
IQ	39	39
Spd.	40	0

Chp 7

The Magman is the toughest creature in the volcano. He has high HP and defense, can hurt everyone at once with fiery blasts, and can produce Pyreflies at will. Freeze him first — and fast!

WEAKNESS

MASKED MAN

LVL 65

HP	5000	EXP	15474
PP	999	DP	1321

DROPS

	FRONT	BACK
Off.	165	1
Def.	120	110
IQ	64	64
Spd.	43	1

Chp 7

His elemental defenses are tight, so raising your offense and going all-out physically may be your best bet. You're definitely going to need Lifeup Ω, and if Kumatora has learned it, PK Ground will make your life much easier.

WEAKNESS

MASTER EDDY

LVL 47

HP	2568	EXP	0
PP	500	DP	721

DROPS

	FRONT	BACK
Off.	127	1
Def.	81	81
IQ	58	52
Spd.	52	1

Chp 7

Master Eddy musters malicious maelstroms! His whirlpools will ebb away your HP, but you can strike back with PK Thunder and explosives. You might not last long without a shield, though…

WEAKNESS

MECHA-DRAGO

LVL 20

HP	724	EXP	486	DROPS
PP	0	DP	0	

	FRONT	BACK
Off.	60	1
Def.	34	23
IQ	8	8
Spd.	8	1

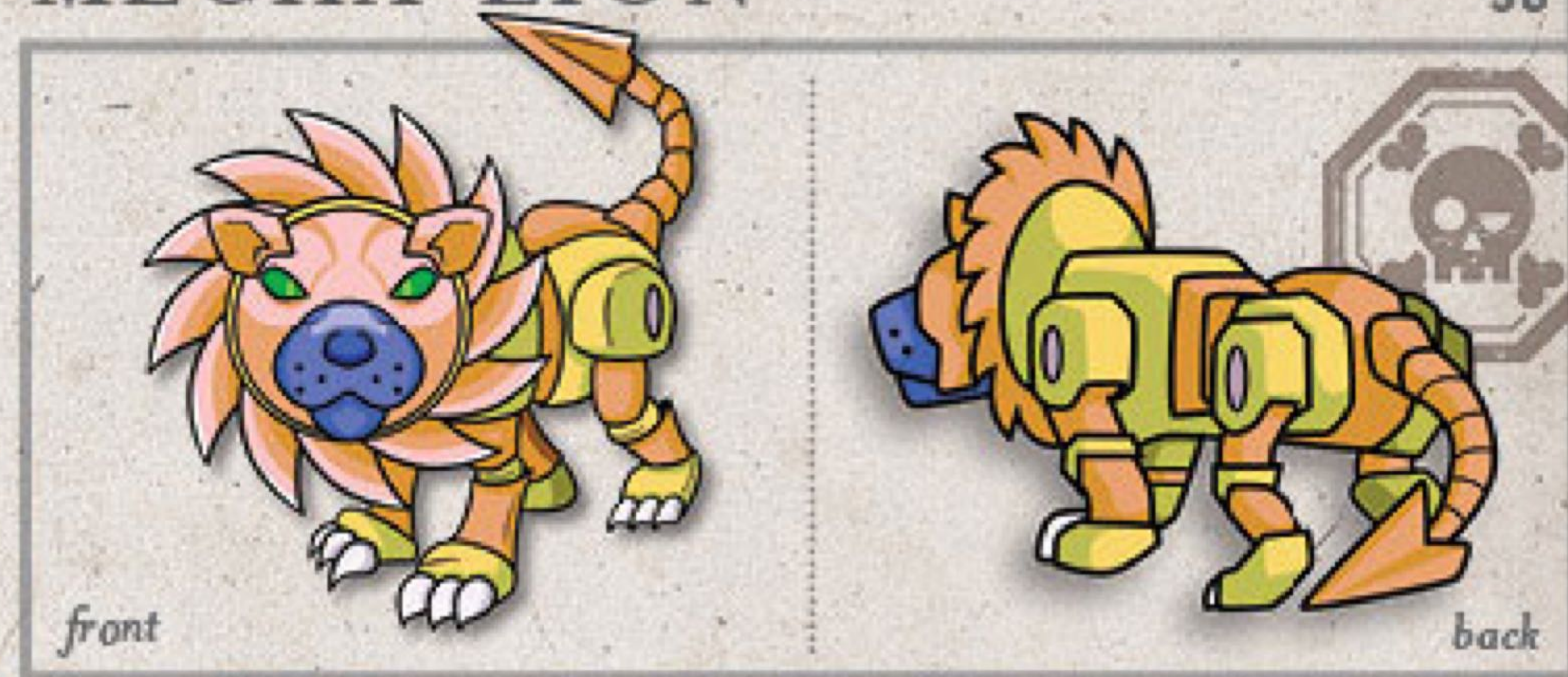
Chp 1

Use the Drago Fang to pierce its hide. Without it, it's only one HP damage. Drago's War Cry reduces Flint's offense one level while Flint's 'Strengthen Up' increases it one level. Always keep your HP above 60, over 40 on the last blow.

WEAKNESS

MECHA-LION

LVL 58



HP	989	EXP	4286	Cup of Lifenoodles (10%) DROPS
PP	0	DP	372	

	FRONT	BACK
Off.	136	1
Def.	111	92
IQ	65	65
Spd.	68	1

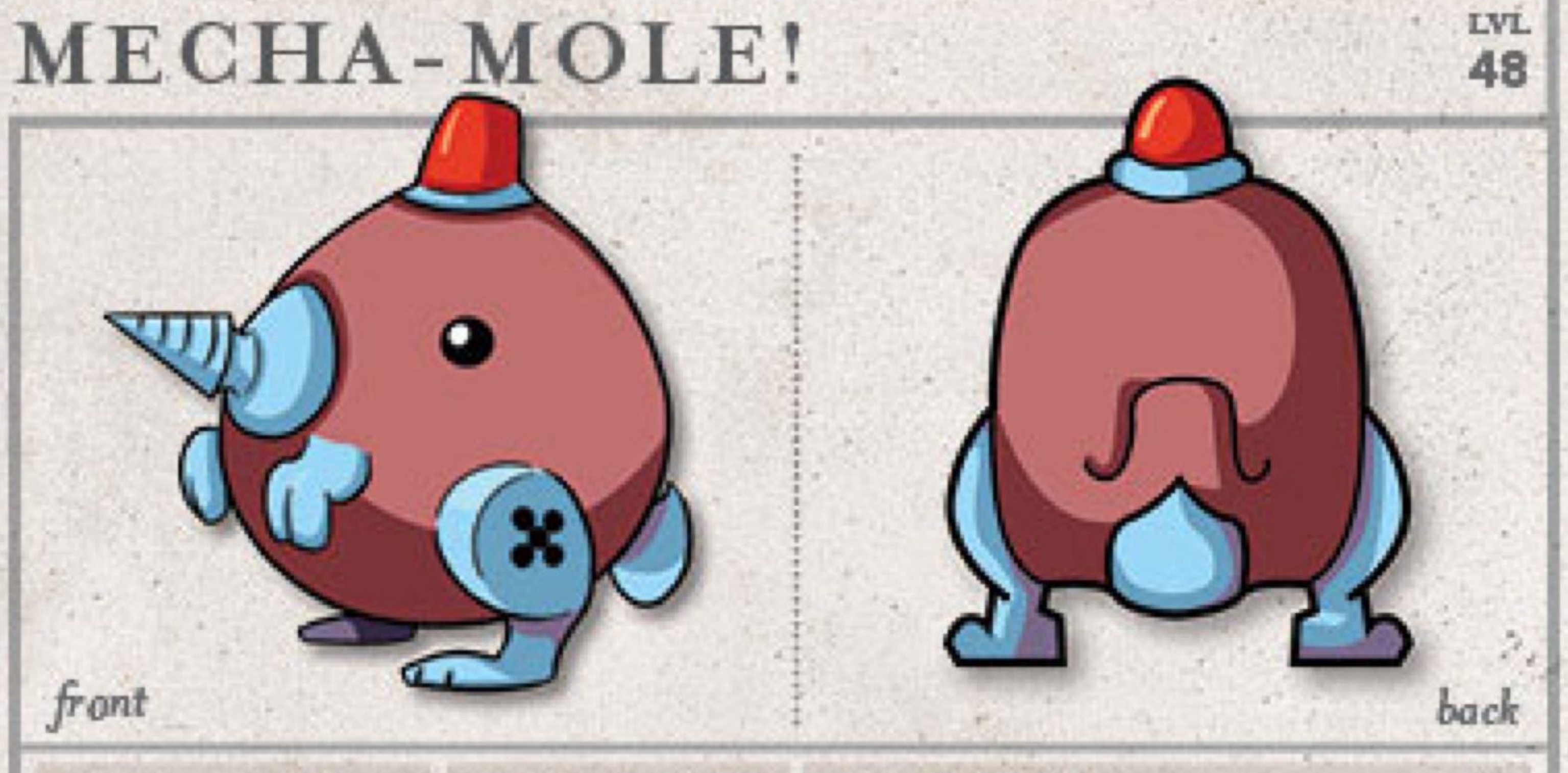
Chp 8

It's a more complete version of the terror from the Chimera Lab, but it seems to have escaped before they finished installing its HP module. PK Thunder and a few combos will send it back to its den.

WEAKNESS

MECHA-MOLE!

LVL 48



HP	564	EXP	1590	Bomb (3%) DROPS
PP	0	DP	115	

	FRONT	BACK
Off.	142	1
Def.	72	61
IQ	56	56
Spd.	51	1

Chp 7

The bright red light atop their heads can signal other moles to aid in battle, so take them out before you're facing a squadron!

WEAKNESS

MECHA-PORKY

LVL 60

HP	865	EXP	1580	DROPS
PP	0	DP	21	

	FRONT	BACK
Off.	135	1
Def.	148	1
IQ	45	1
Spd.	49	1

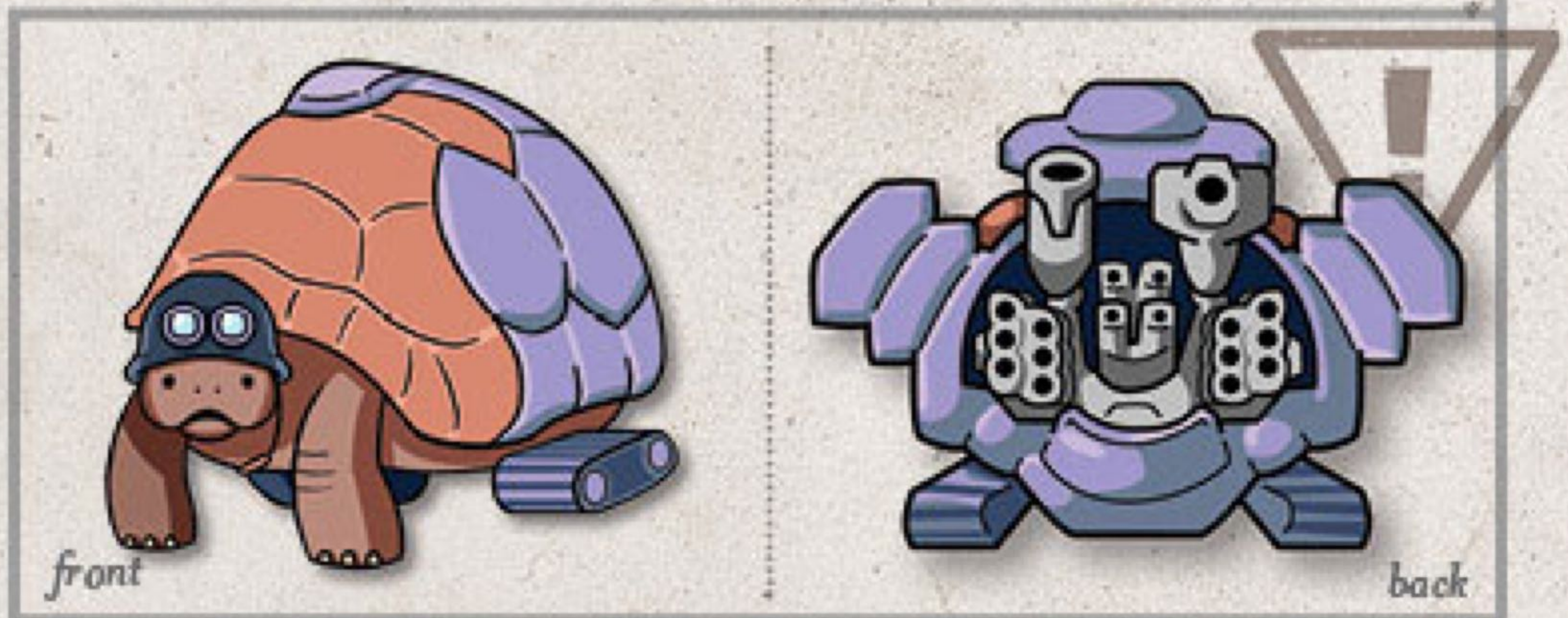
Chp 8

Not only will it explode when defeated, but you've got more than half a dozen of them, so make sure you've got a good healing strategy. PK Thunder passes by their PSI Shields. Stick with combos and bombs (no theif tools).

WEAKNESS

MECHA-TURTLE

LVL 27



HP	400	EXP	100	Saltwater Gun (3%) DROPS
PP	0	DP	69	

	FRONT	BACK
Off.	80	80
Def.	40	32
IQ	31	32
Spd.	10	27

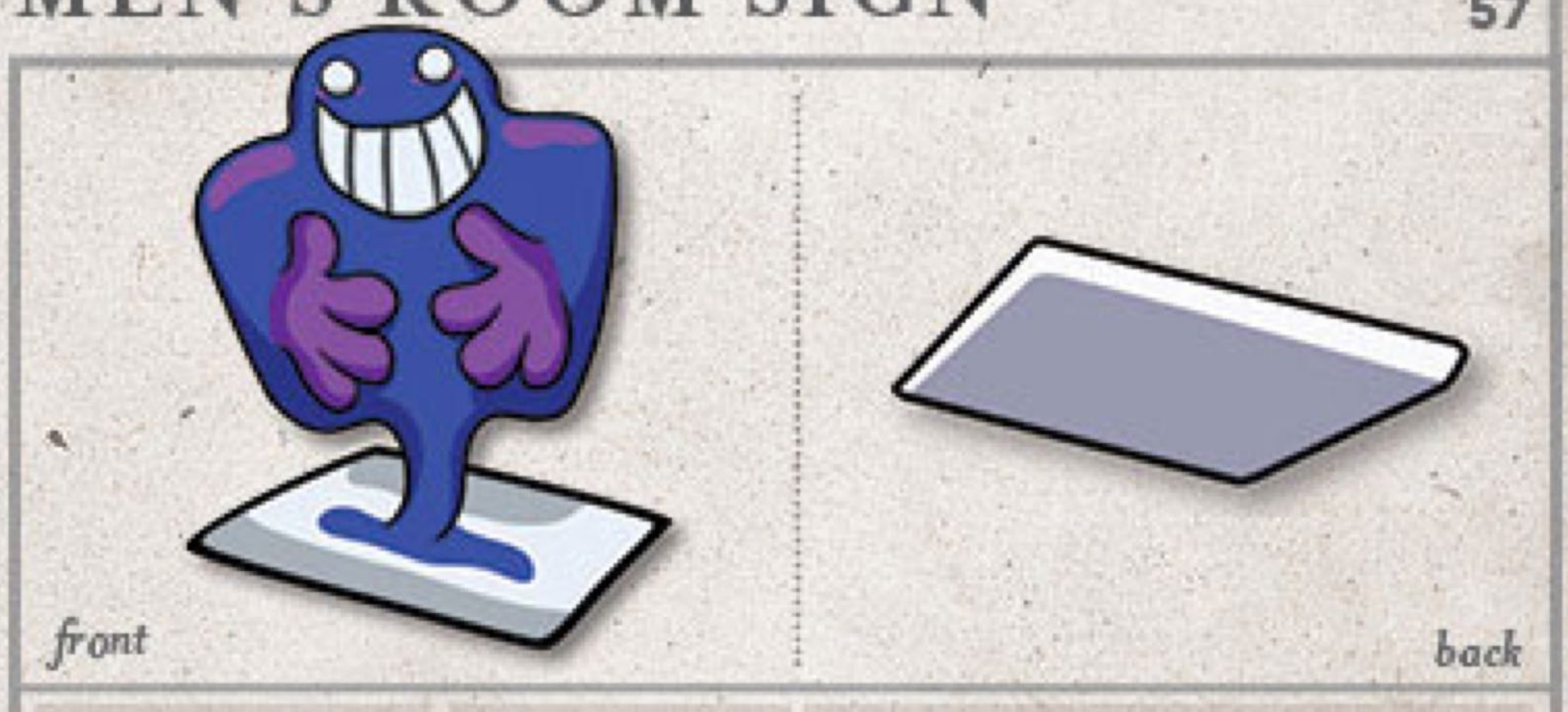
Chp 5,7

Sneaking up on this turtle is not such a good idea—strapped to the back of its shell is an array of weapons! Fight this reptile head on.

WEAKNESS

MEN'S ROOM SIGN

LVL 57



HP	1222	EXP	3014	Magic Pudding (10%) DROPS
PP	0	DP	200	

	FRONT	BACK
Off.	99	1
Def.	82	72
IQ	64	64
Spd.	42	1

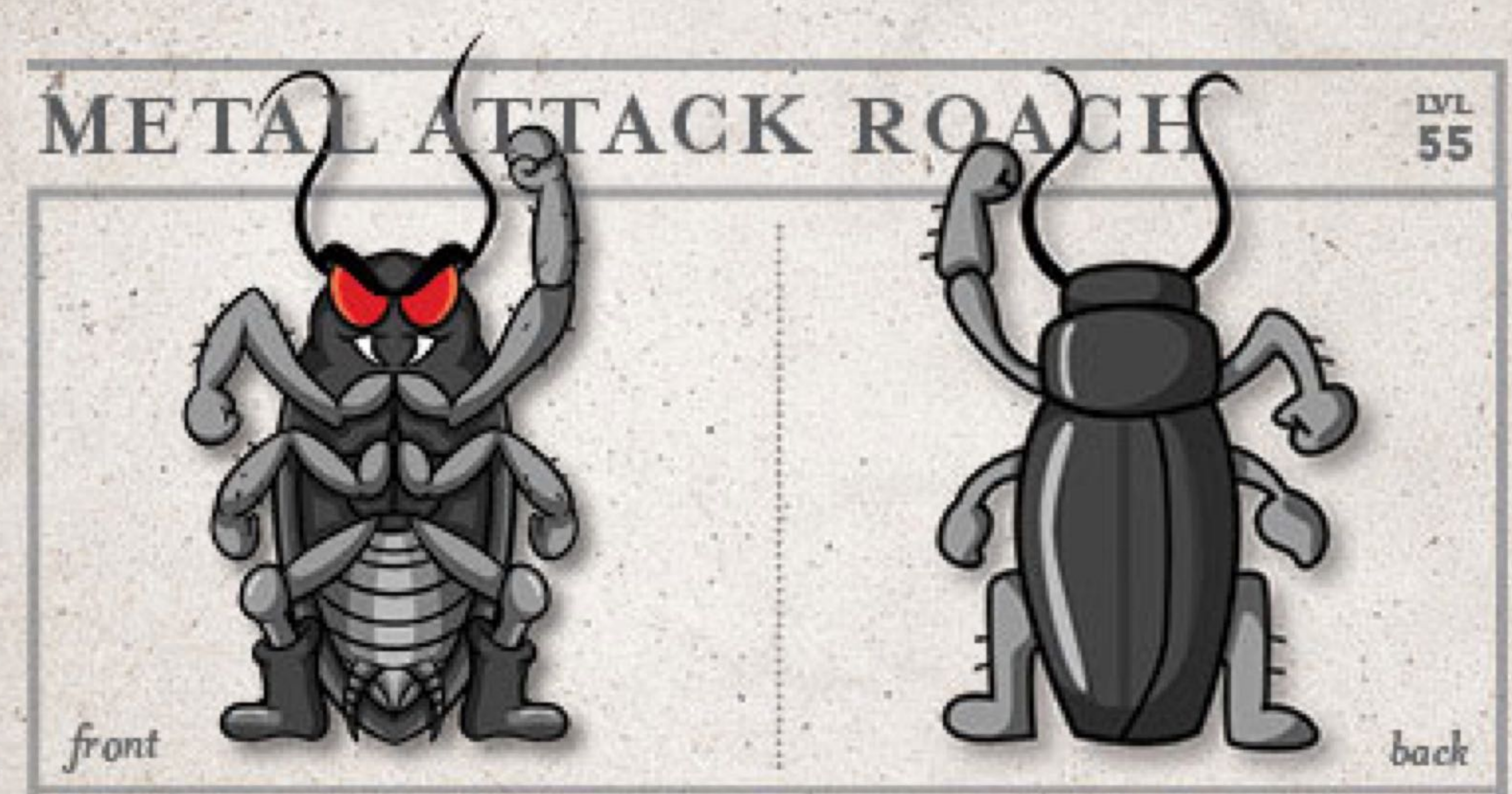
Chp 8

You won't see it coming when this iconic irritation blows you to kingdom come with PK Starstorm. It's got tons of HP, so if you're not good with combos, setting up a PSI Shield might be a good idea.

WEAKNESS

METAL ATTACK ROACH

LVL 55



HP	475	EXP	2266	DROPS: Secret Herb (15%)
PP	0	DP	340	

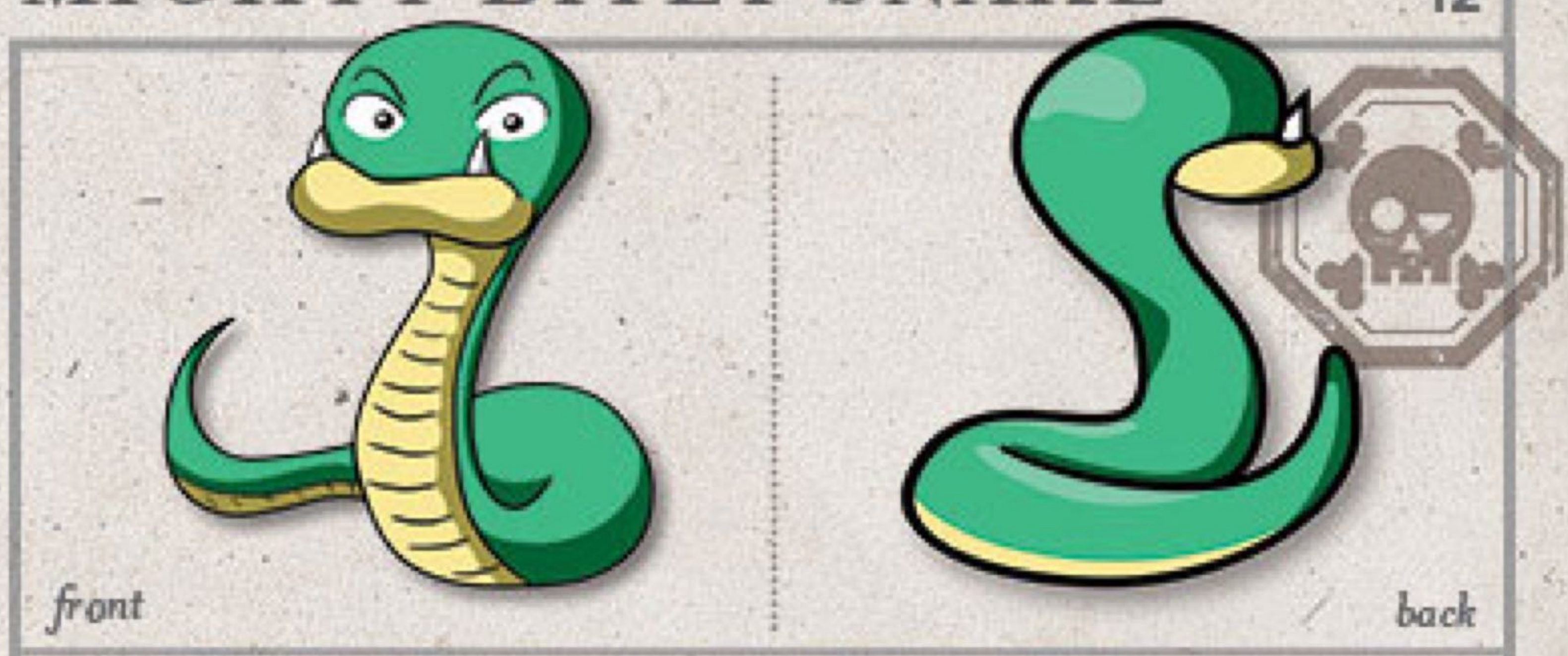
	FRONT	BACK
Off.	125	0
Def.	121	109
IQ	42	42
Spd.	84	1
Chp	8	

This robo-roach is packing metallic mandibles! Bite on his shiny metal exo-skeleton before he can hit you with a combo attack, or zap him with PK Thunder.

WEAKNESS

MIGHTY BITEY SNAKE

LVL 12



HP	74	EXP	28	DROPS: Antidote (20%)
PP	0	DP	0	

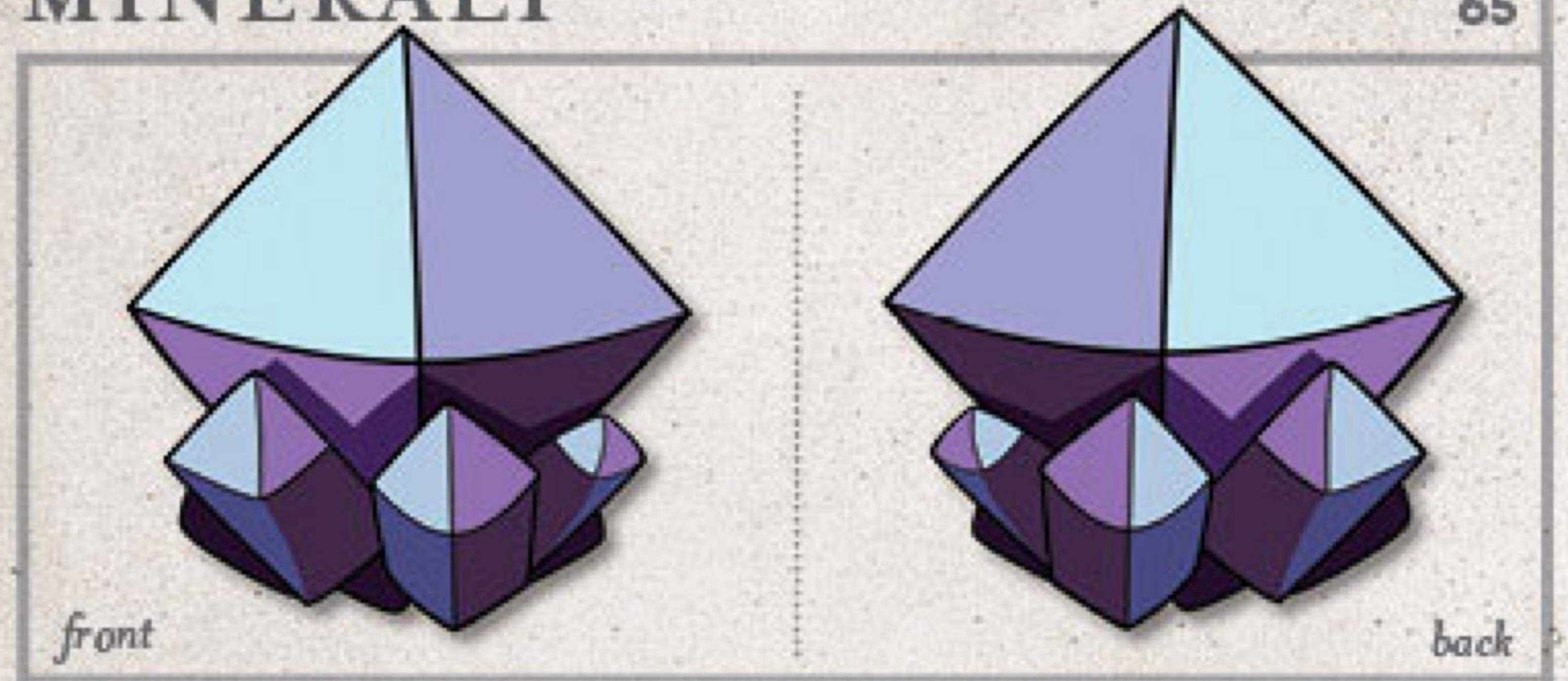
	FRONT	BACK
Off.	46	1
Def.	11	6
IQ	11	14
Spd.	16	1
Chp	1	

This is one snake that with make you ache in its wake! Its fangs can secrete a deadly poison, so take it out quickly!

WEAKNESS

MINERALI

LVL 65



HP	924	EXP	4546	DROPS: Cup of Lifenoodles (10%)
PP	0	DP	28	

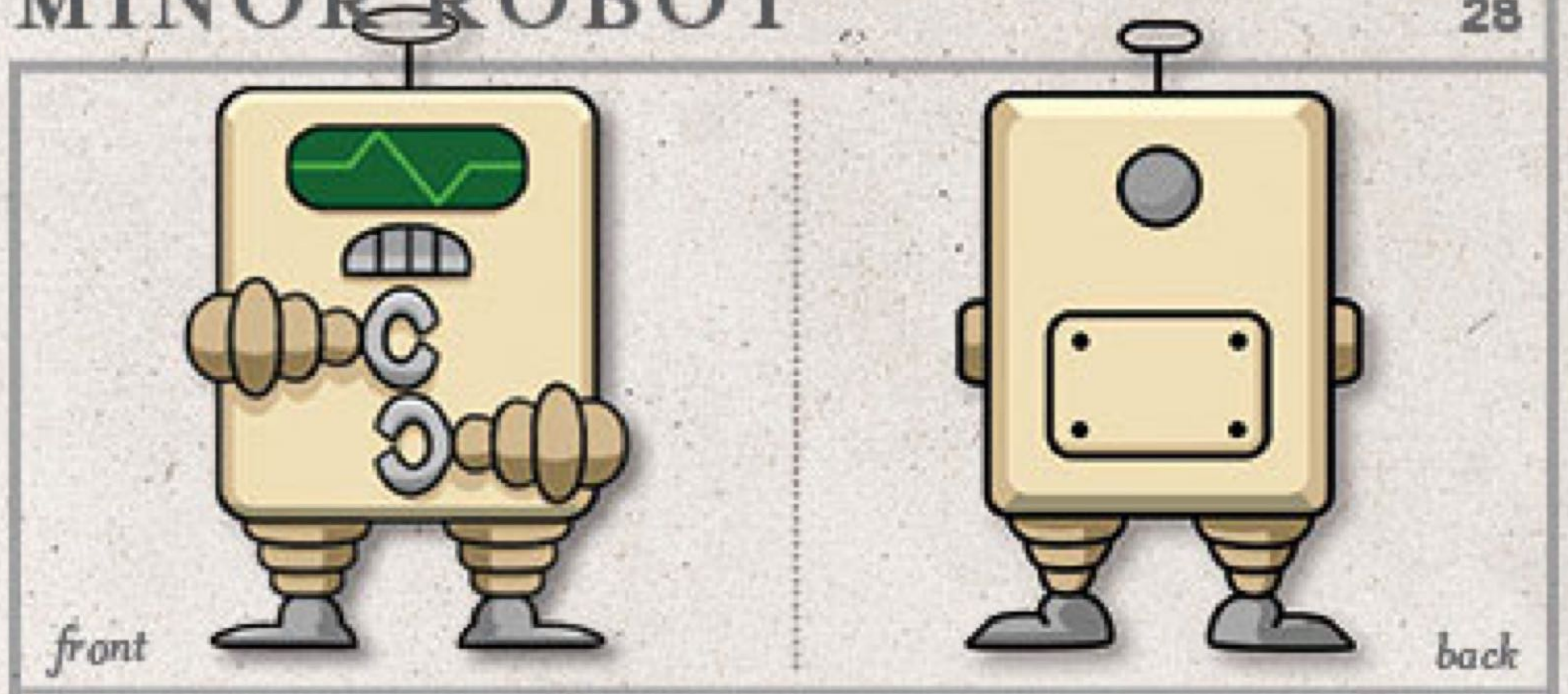
	FRONT	BACK
Off.	158	1
Def.	142	132
IQ	50	50
Spd.	58	1
Chp	8	

This enemy's appearance is surprisingly consistent, in spite of its erratic movements. If your levels are low, shock it with PK Thunder before it has a chance to rock you.

WEAKNESS

MINOR ROBOT

LVL 28



HP	478	EXP	232	DROPS: Bomb (3%)
PP	0	DP	60	

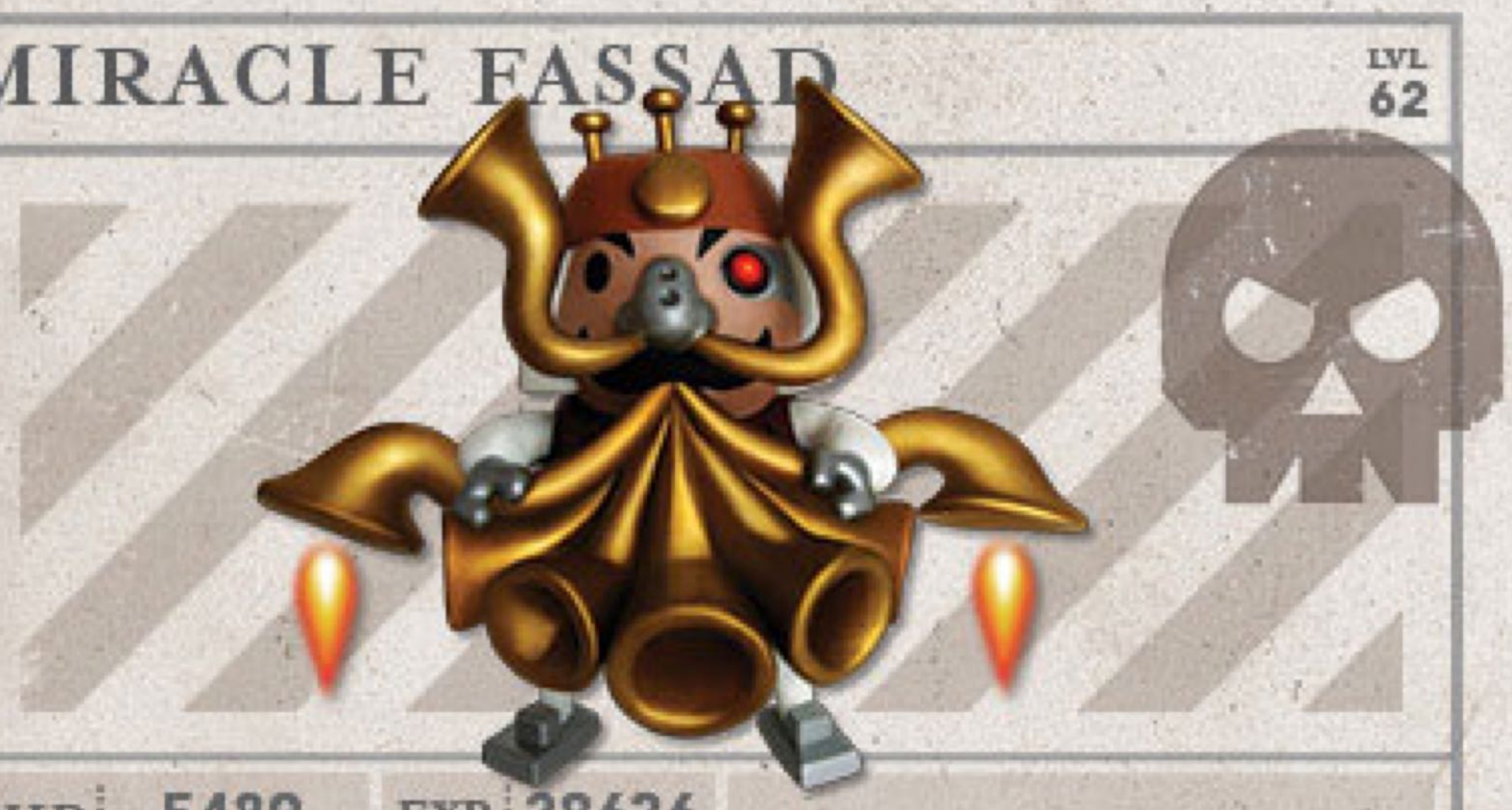
	FRONT	BACK
Off.	98	1
Def.	38	27
IQ	25	25
Spd.	33	1
Chp	5	

These robots might look minor, but their bombs are not! Take them down with combos before they get the chance. Once the batteries die, they're helpless.

WEAKNESS

MIRACLE FASSAD

LVL 62



HP	5489	EXP	28636	DROPS
PP	0	DP	1540	

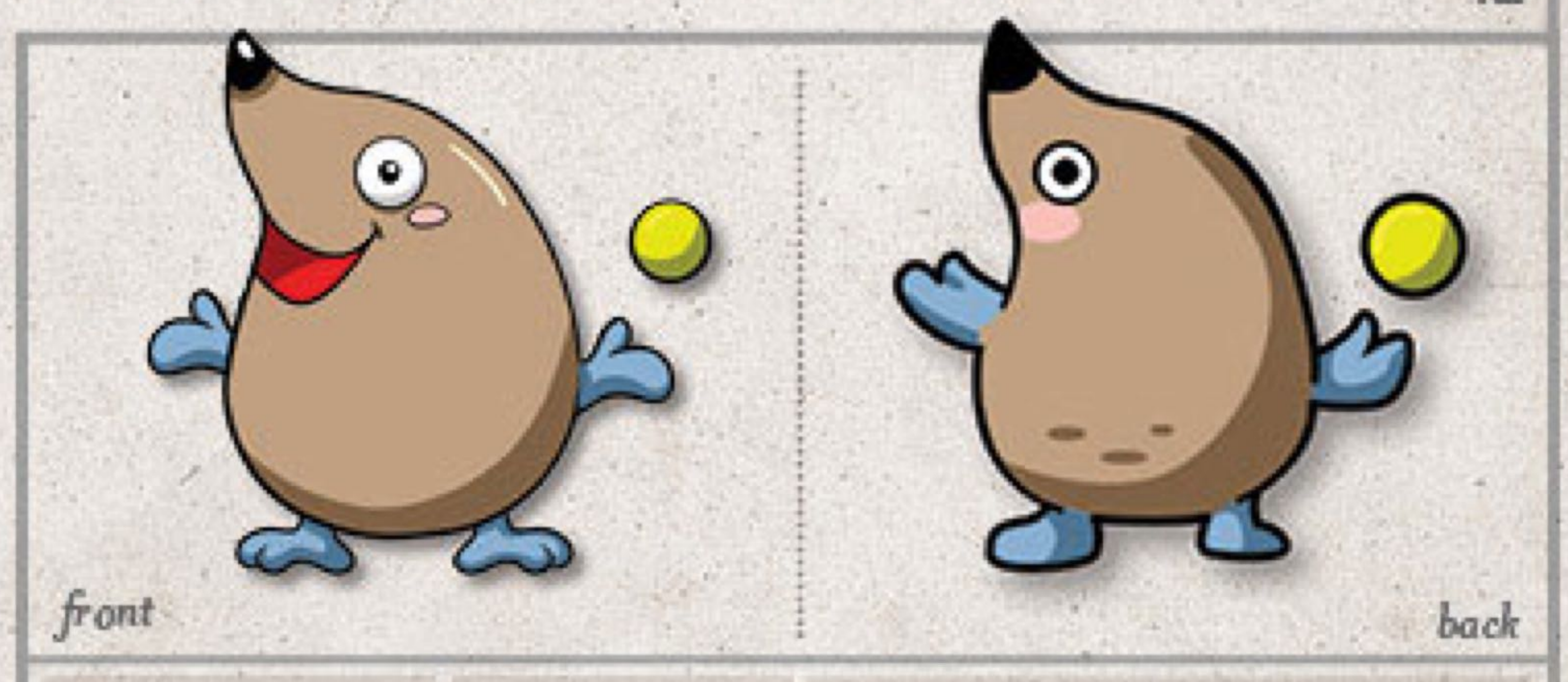
	FRONT	BACK
Off.	164	189
Def.	140	130
IQ	58	80
Spd.	54	62
Chp	8	

First snatch off his shield, decrease his off/def. When he gets mad, he'll bust out some wicked PSI. A PSI Shield will save your butt, as will the expensive PSI attacks you learned at the temple! Kill his shield, and unleash powerful PSI!

WEAKNESS

MISCHIEVOUS MOLE

LVL 12



HP	103	EXP	31	DROPS: Nut Bread (70%)
PP	0	DP	0	

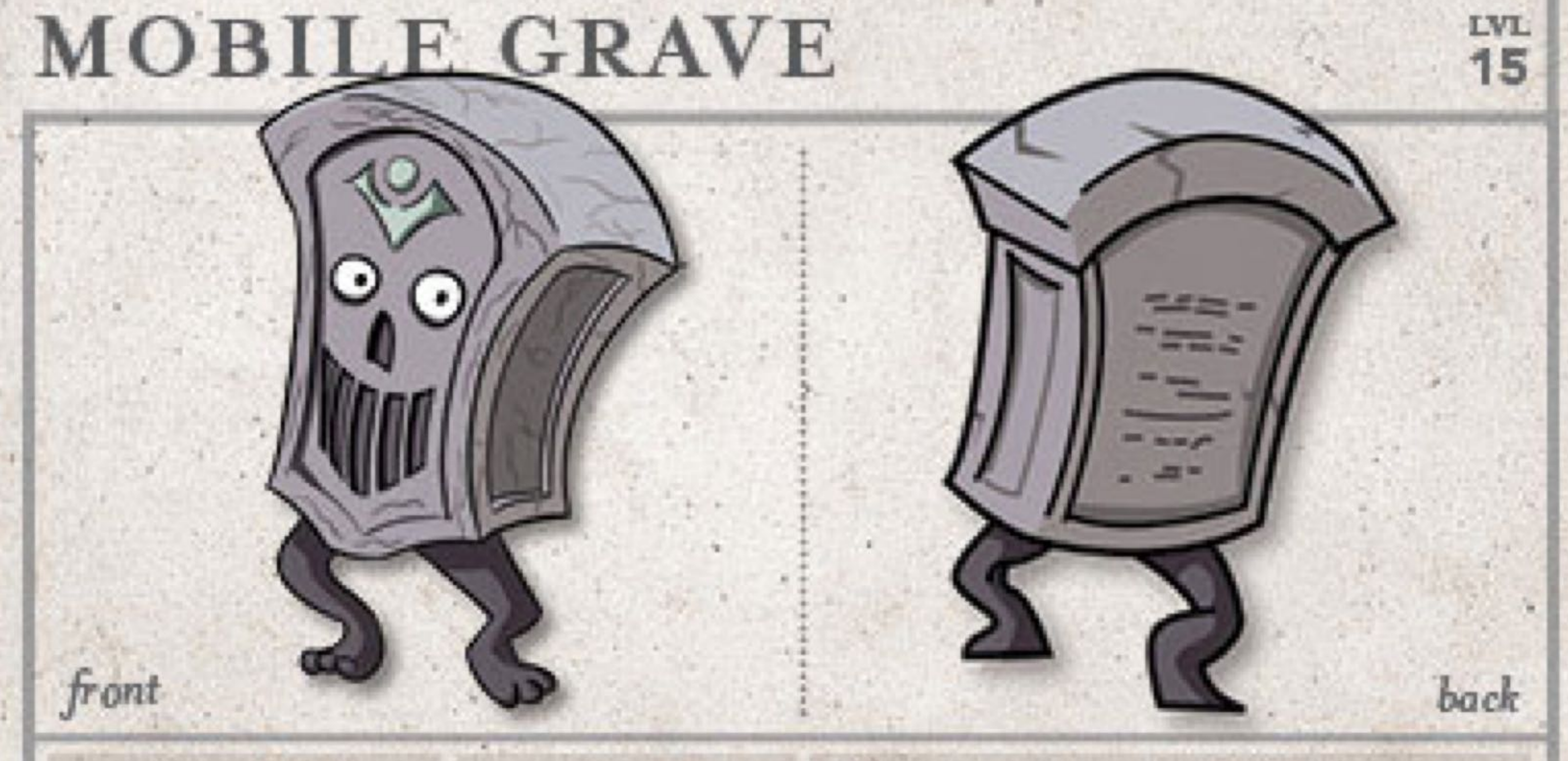
	FRONT	BACK
Off.	50	1
Def.	17	11
IQ	14	14
Spd.	20	1
Chp	1	

This rodent shouldn't give you too much trouble – it will probably given you bread instead! They never team up, so don't worry about getting into big fights.

WEAKNESS

MOBILE GRAVE

LVL 15



HP	158	EXP	60
PP	0	DP	0

DROPS

Running Bomb (10%)

	FRONT	BACK
Off.	63	1
Def.	26	23
IQ	10	1
Spd.	4	1

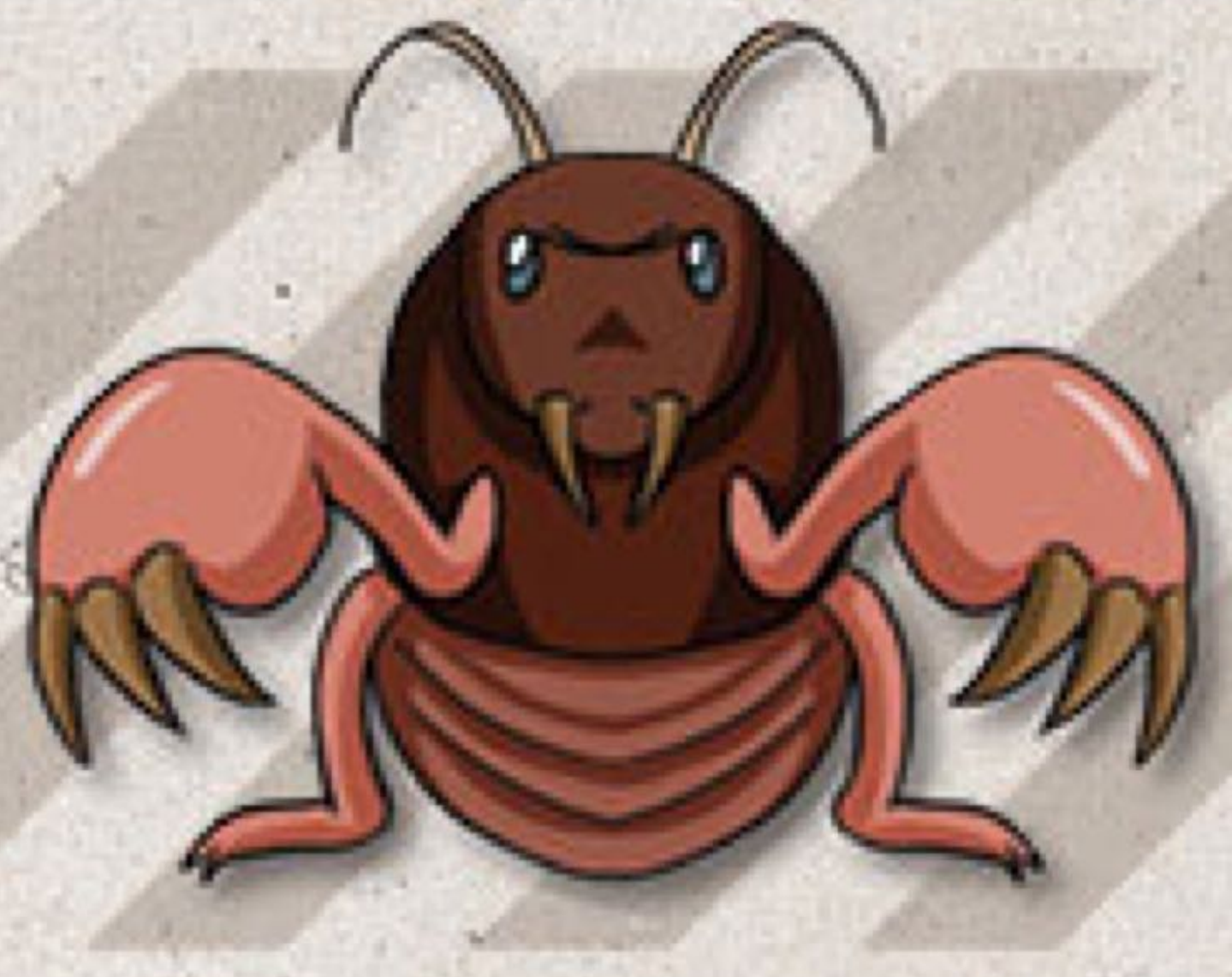
Chp 2,3

At night it's not just the dead that go walking. Stoneface here can be a tough customer, but a Thunder Bomb will help bring him down.

WEAKNESS

MOLE CRICKET

LVL 5



HP	45	EXP	2
PP	0	DP	0

DROPS

	FRONT	BACK
Off.	10	1
Def.	3	1
IQ	2	1
Spd.	1	1

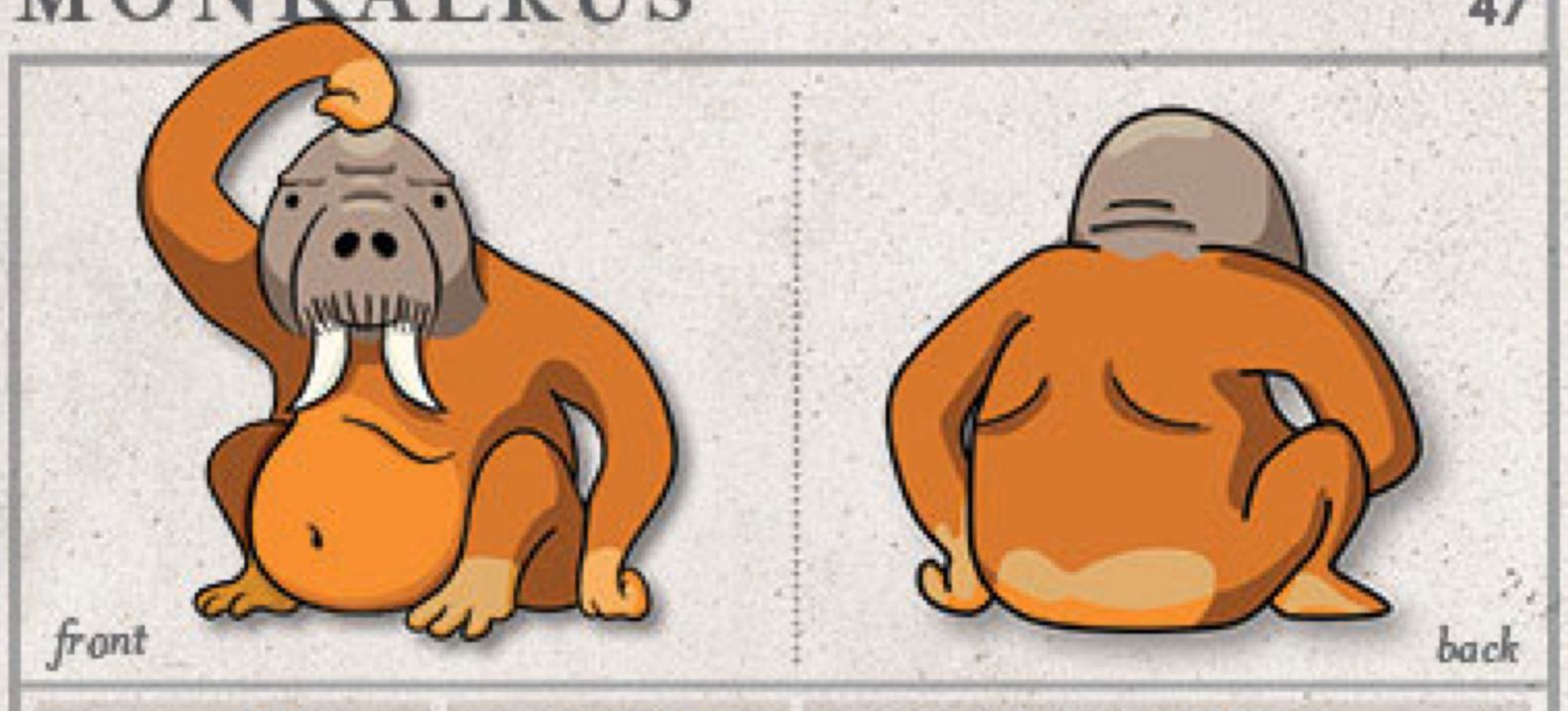
Chp Prologue

He may talk tough, but even against a couple of kids this insect doesn't stand much of a chance. It's your first battle, so take it slow and keep it simple! In the second battle with the Mole Cricket, his speed rose to 255, but it doesn't help.

WEAKNESS

MONKALRUS

LVL 47



HP	668	EXP	1071
PP	0	DP	273

DROPS

Luxury Banana (15%)
Mystical Gloves (3%)

	FRONT	BACK
Off.	168	1
Def.	80	70
IQ	32	32
Spd.	43	1

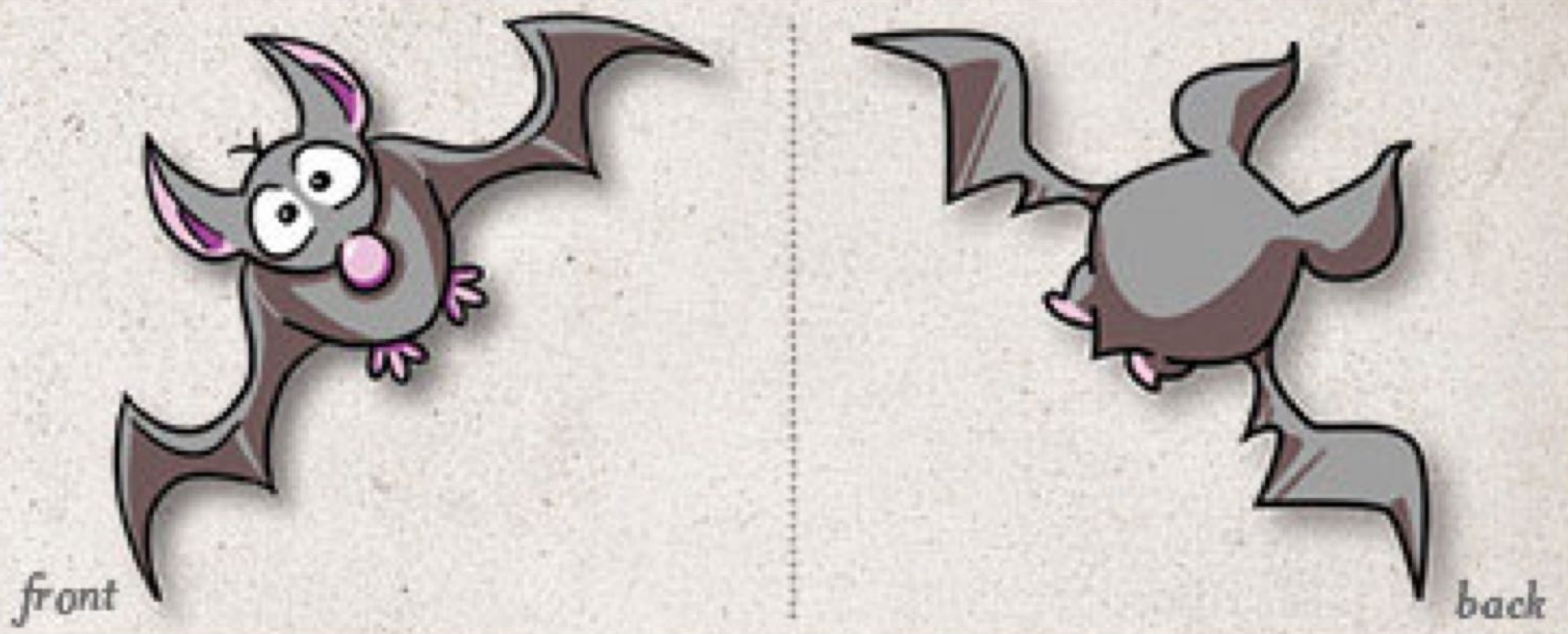
Chp 7

You must stay on tusk if you want to triumph over this ape. He hits hard and can spread fleas, so try to take him out fast. Perhaps you'll get lucky and find the powerful gloves he drops!

WEAKNESS

MR. BATTY

LVL 10



HP	56	EXP	20
PP	0	DP	0

DROPS

Nut Cookie (2%)
Nut Bread (20%)

	FRONT	BACK
Off.	41	1
Def.	14	9
IQ	10	10
Spd.	15	1

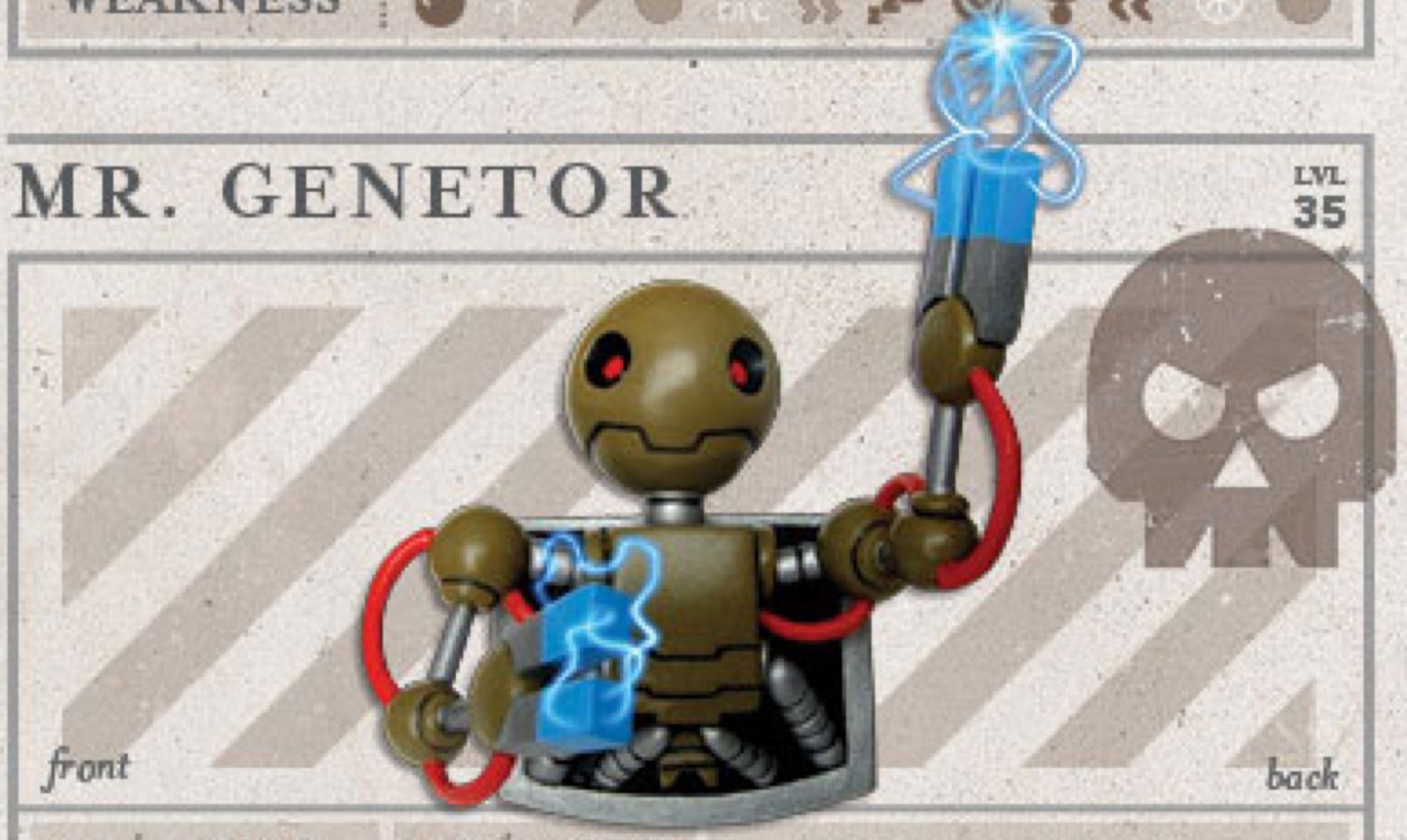
Chp 1,2,7

It's nothing more than an average bat, man. A few simple swats at this nocturnal nuisance will send it flying back to its cave.

WEAKNESS

MR. GENETOR

LVL 35



HP	3333	EXP	4389
PP	0	DP	840

DROPS

	FRONT	BACK
Off.	120	1
Def.	55	42
IQ	35	35
Spd.	38	1

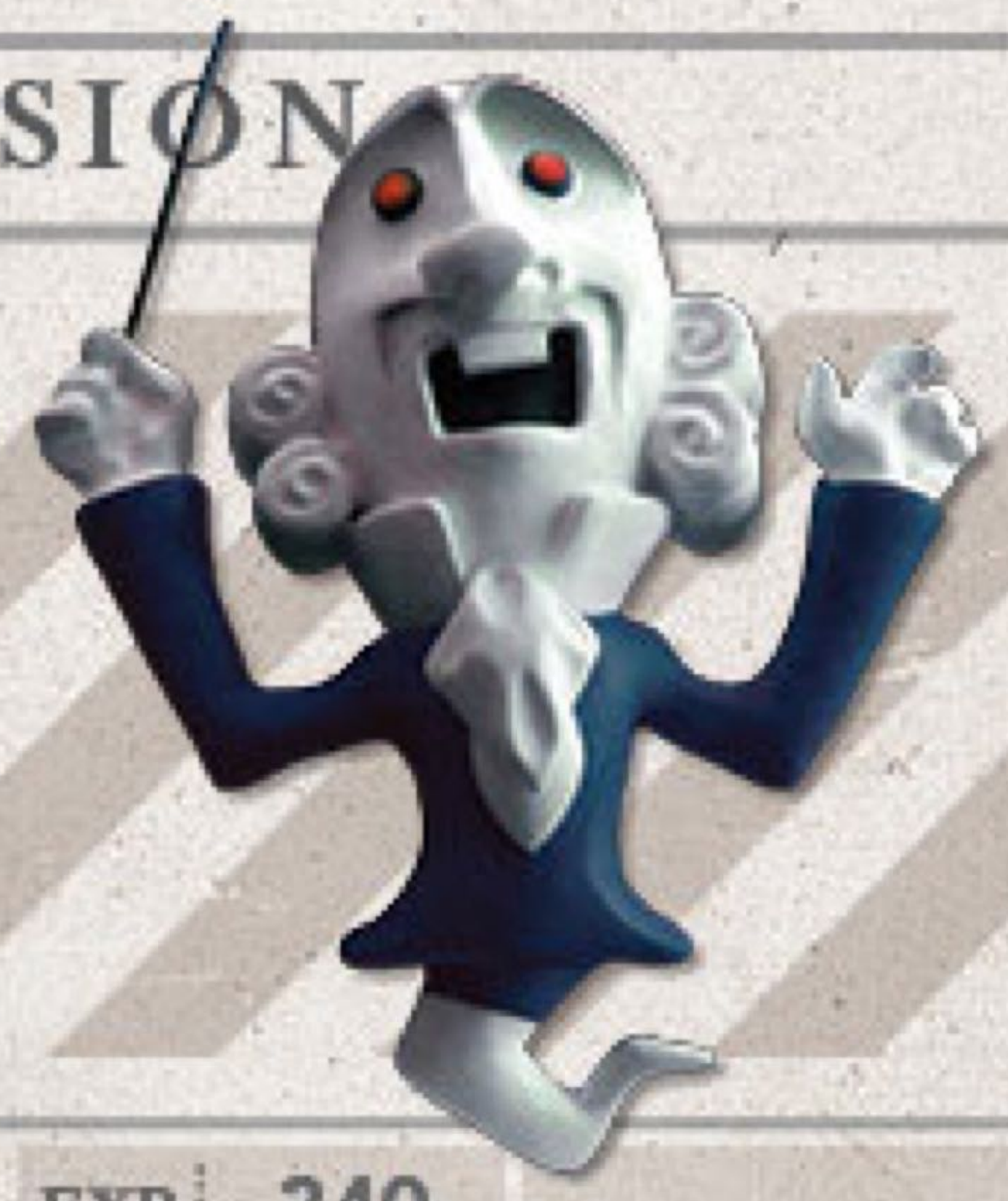
Chp 5

Don't hit him directly while he's charged up. Use PK Special, Freeze, Off/Def down tools, and explosives. When the discharge zap occurs, heal up and start attacking him with physical attacks when he is down.

WEAKNESS

MR. PASSION

LVL 20



HP	630	EXP	340
PP	0	DP	0

DROPS

	FRONT	BACK
Off.	60	1
Def.	25	1
IQ	18	1
Spd.	20	1

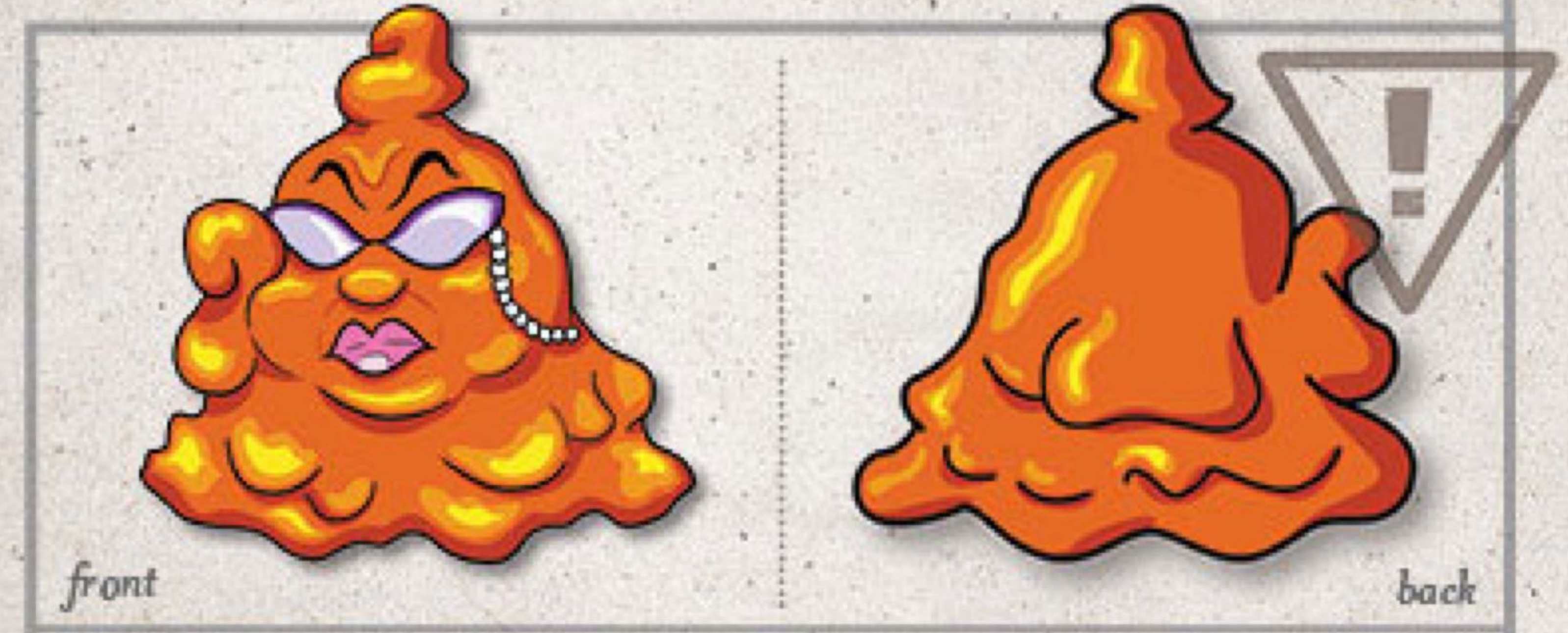
Chp 2

Use your Smoke Bomb to reduce him to tears and decrease his accuracy. With that out of the way, lower his offense and defense a few times, and then start attacking him with any bombs you've picked up along the way.

WEAKNESS

MRS. LAVA

LVL 40



HP	461	EXP	837
PP	120	DP	484

DROPS: Meteotite (5%)

	FRONT	BACK
Off.	108	1
Def.	58	48
IQ	43	43
Spd.	45	0

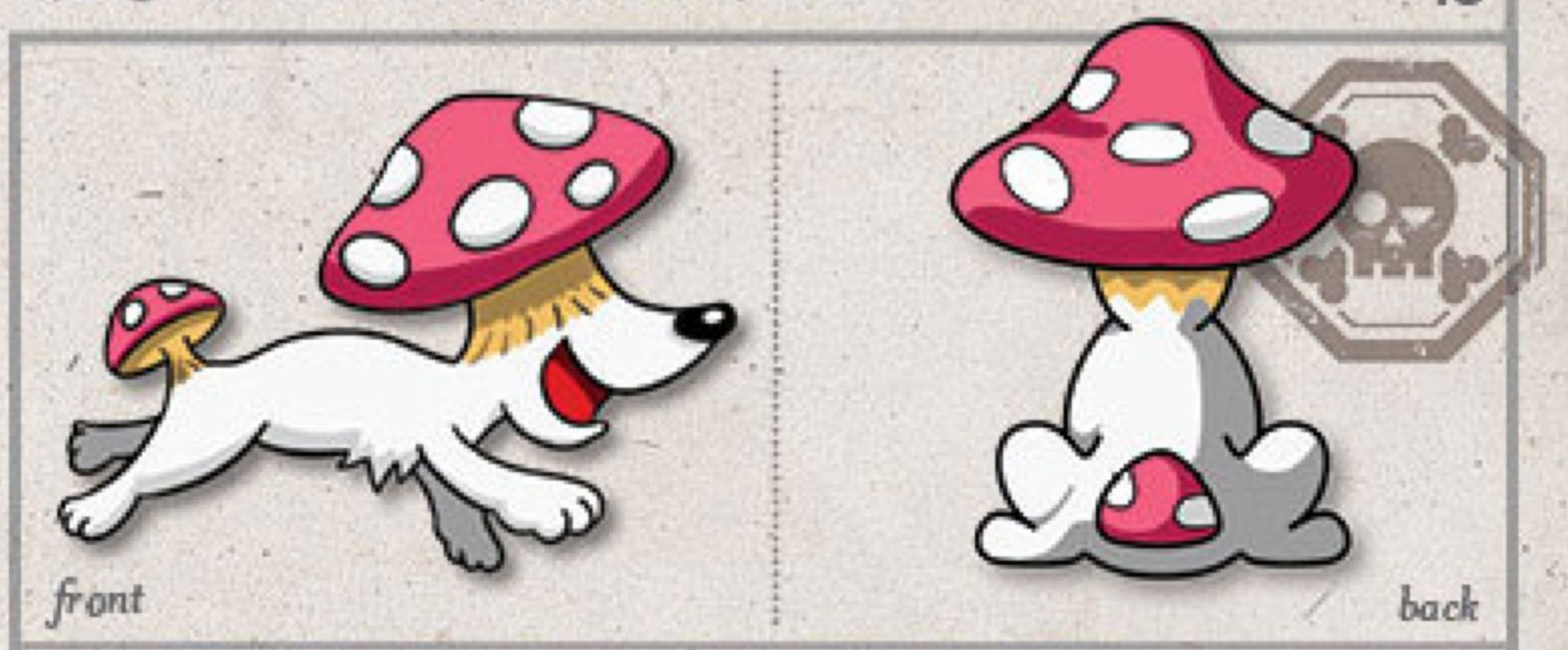
Chp 7

Ice this old flame as soon as possible. Otherwise, her PK Fire γ will quickly sap your party's HP. Of course, if you brought along some Flame Pendants you won't have too much trouble.

WEAKNESS

MUTTSHROOM

LVL 18



HP	248	EXP	62
PP	0	DP	40

DROPS: Doggy Biscuit (10%)

	FRONT	BACK
Off.	58	1
Def.	25	10
IQ	17	17
Spd.	27	1

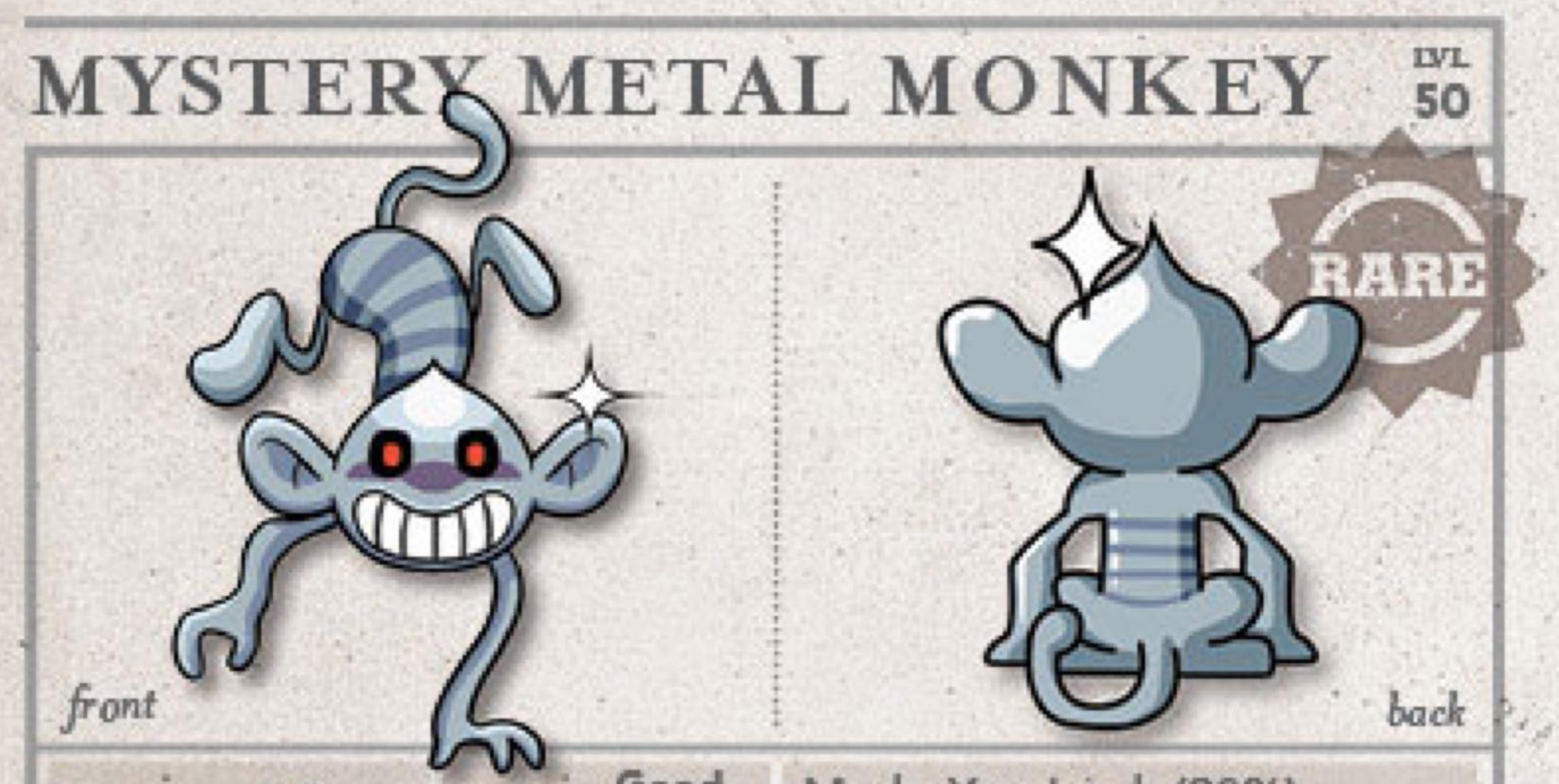
Chp 4,5,7

Mush, boy! As the name implies, this pooch can spread its spores and make you feel funky. These dangerous dogs are slow enough to outrun, so conserve your healing supplies unless you're looking to level up.

WEAKNESS

MYSTERY METAL MONKEY

LVL 50



HP	12	EXP	Good Time
PP	125	DP	120

DROPS: Made-You-Look (20%)

	FRONT	BACK
Off.	120	1
Def.	255	255
IQ	50	50
Spd.	255	1

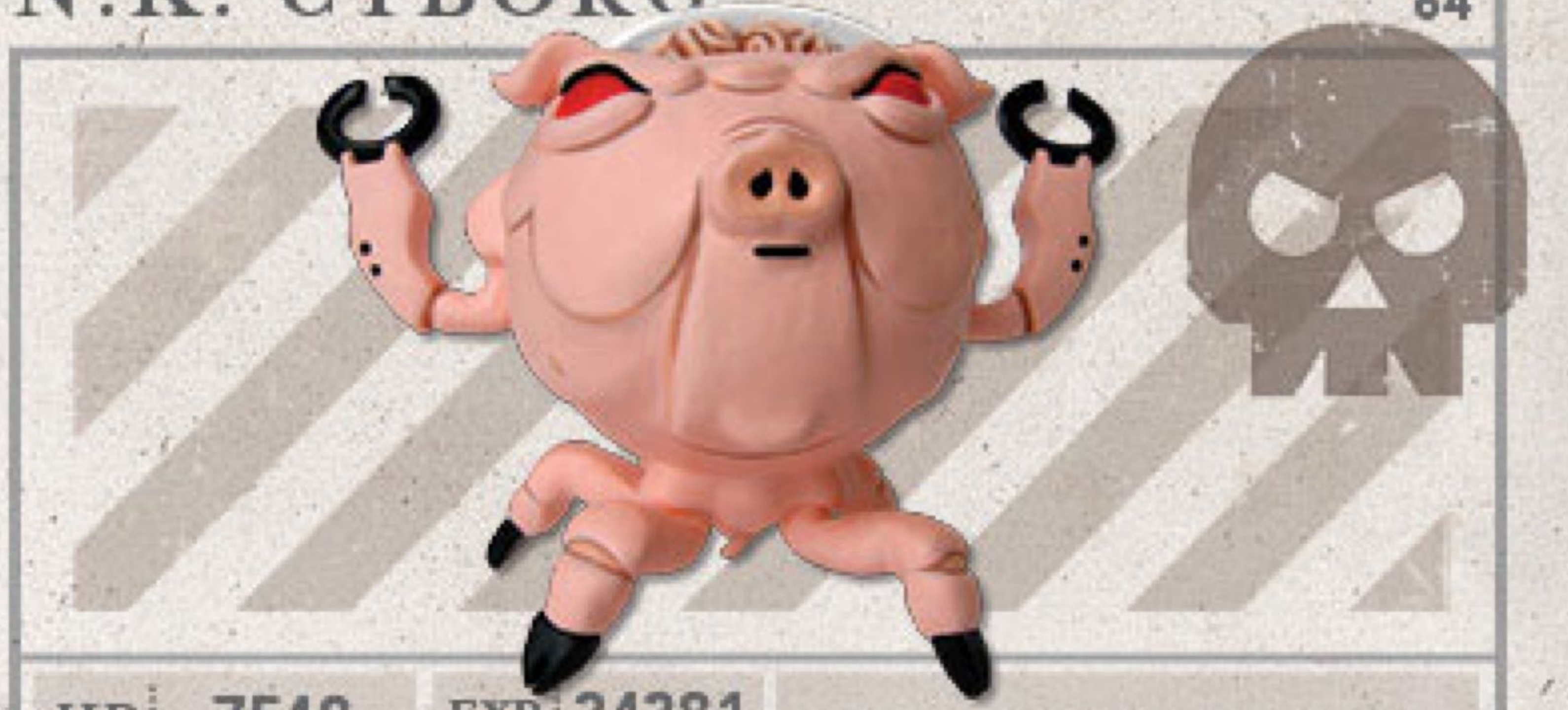
Chp 7

You can usually get a free round of attacks on these shy simians. Speed and defense are top-notch, so string together a good combo. If they get an attack in, they pack PK Fire, so use PK Thunder to short-circuit them.

WEAKNESS

N.K. CYBORG

LVL 64



HP	7548	EXP	34381
PP	0	DP	1600

DROPS

	FRONT	BACK
Off.	232	232
Def.	189	189
IQ	52	52
Spd.	43	43

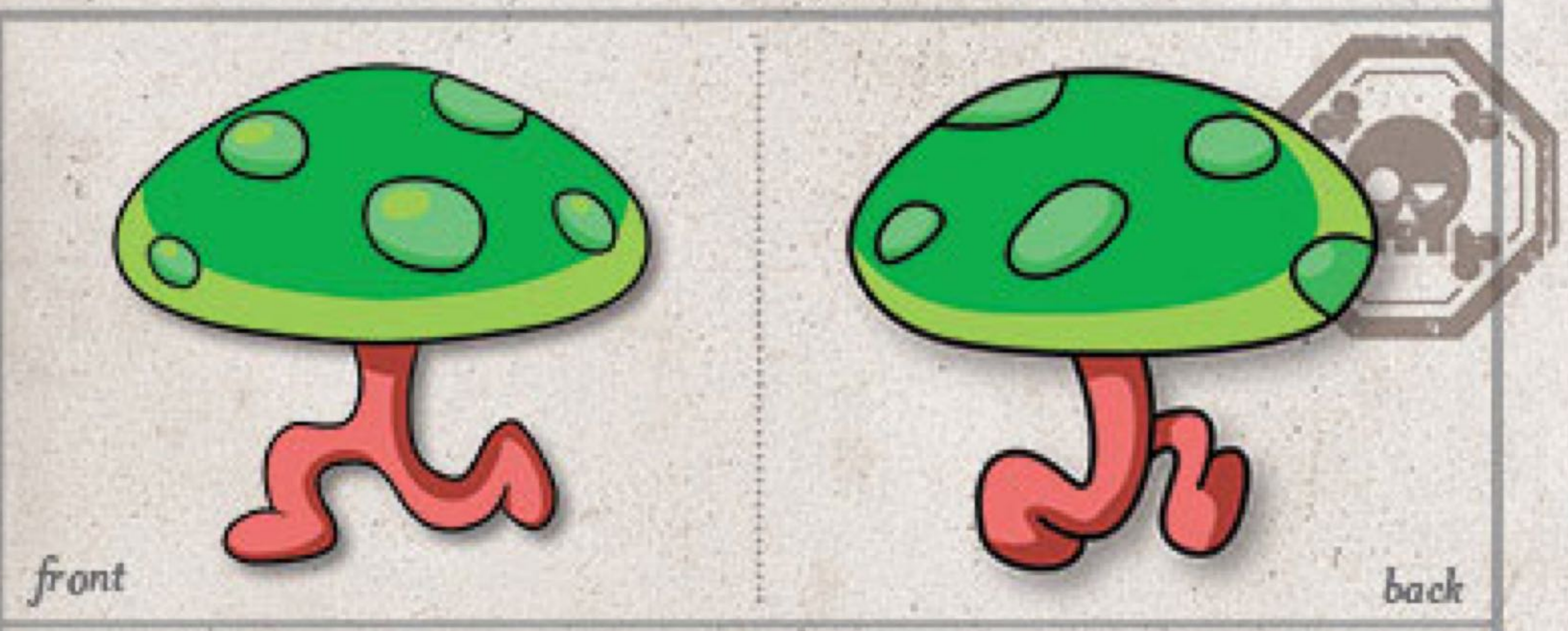
Chp 7

A tank with a wide arsenal of physical attacks, plus the occasional electric shock. Take down its Counter and set up your own to deflect its insane "End of the Century" beam. The time to use your most powerful PSI attacks is now!

WEAKNESS

NAUGHTY MUSHROOM

LVL 39



HP	361	EXP	486
PP	0	DP	102

DROPS: Bread Roll (15%)

	FRONT	BACK
Off.	98	1
Def.	48	43
IQ	32	32
Spd.	40	1

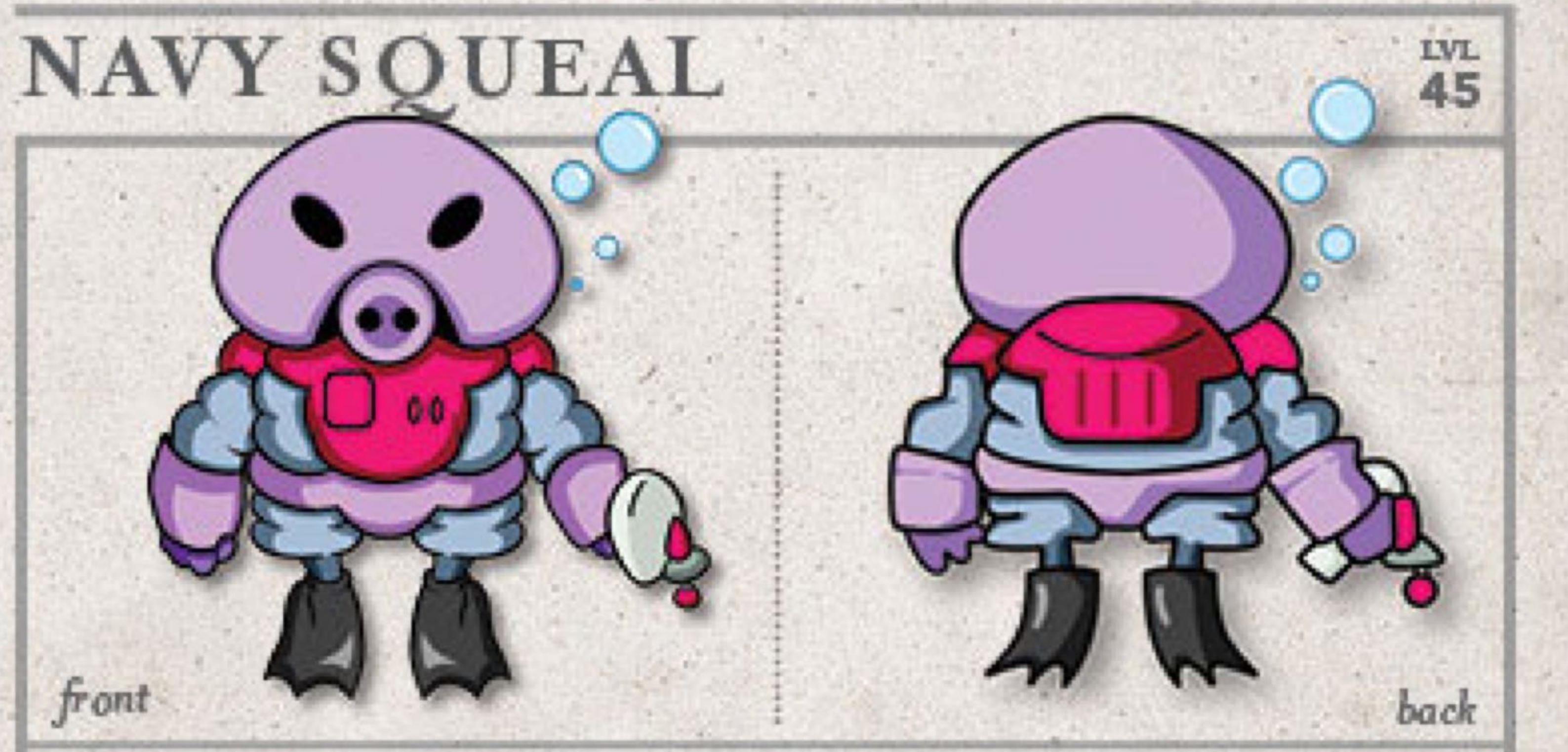
Chp 7

These seemingly arrogant tunnel fungi can't be trusted. If you're cornered by a gang of them, burn them up with PK Fire before they start spreading their spores.

WEAKNESS

NAVY SQUEAL

LVL 45



HP	563	EXP	774
PP	0	DP	118

DROPS: Pork Stew (10%)

	FRONT	BACK
Off.	115	1
Def.	70	58
IQ	37	45
Spd.	45	1

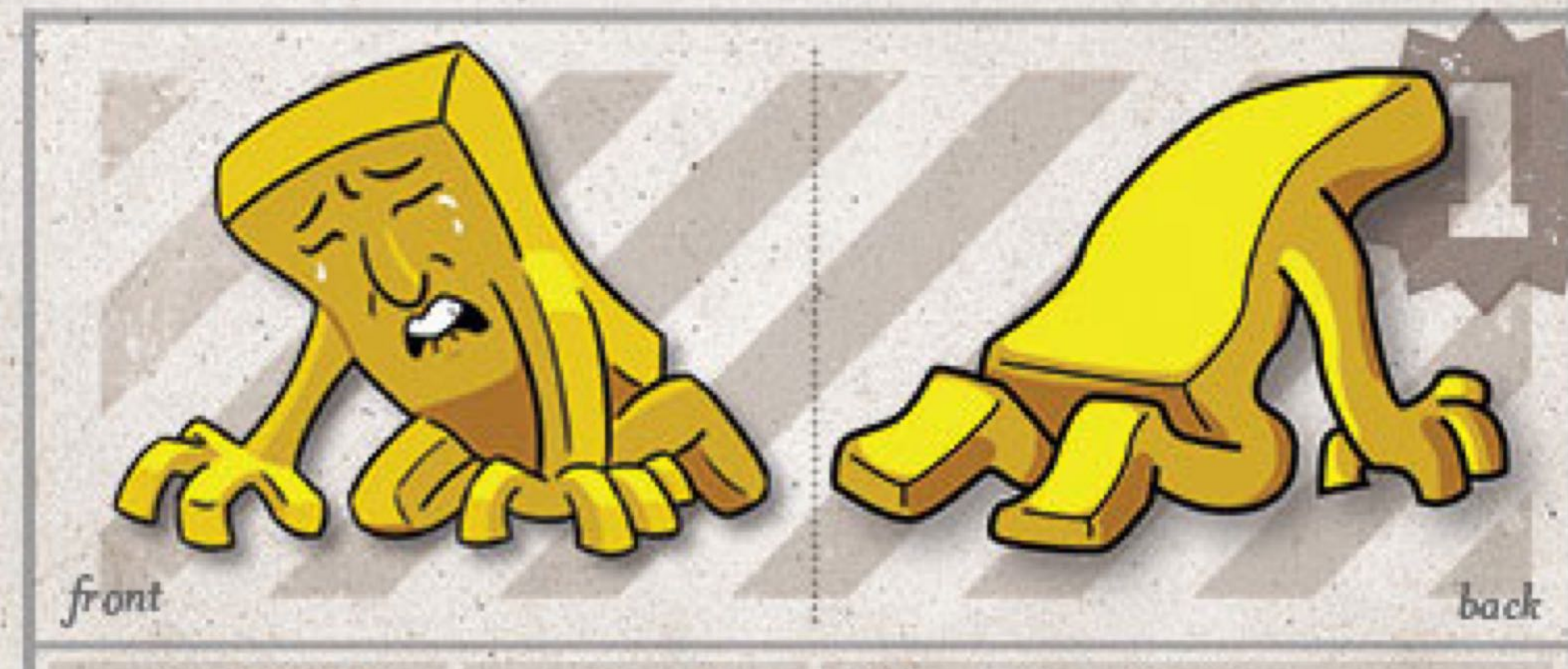
Chp 7

These underwater Pigmasks show no new battle tactics and usually travel solo. They're also so severely underpaid that they might just vacate the battle on a whim.

WEAKNESS

NEGATIVE MAN

LVL 50



HP	2238	EXP	3
PP	0	DP	50

DROPS

Baked Yam (10%)
Meteotite (2%)

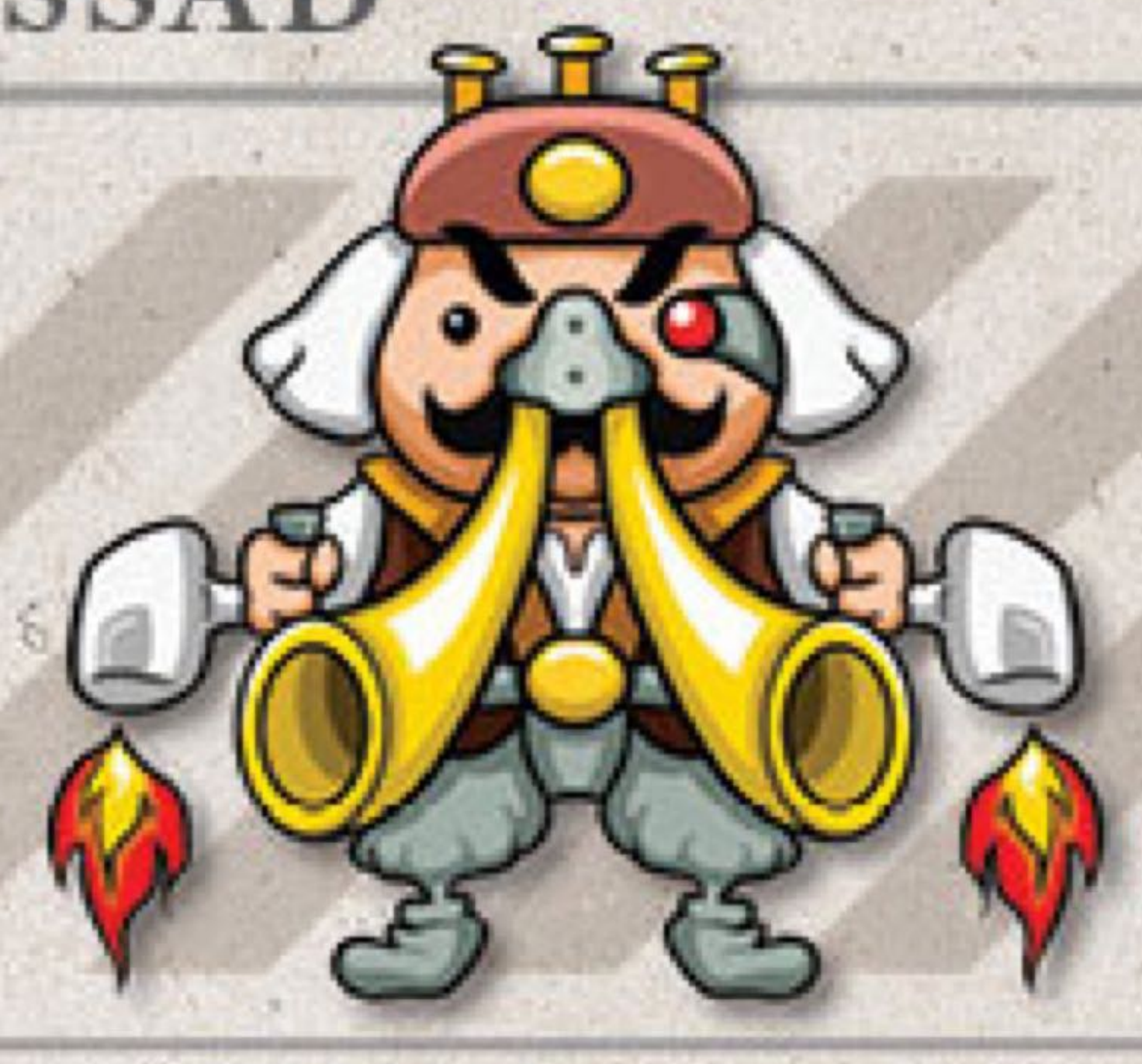
	FRONT	BACK
Off.	1	1
Def.	85	74
IQ	35	35
Spd.	48	1
Chp	7	

This pathetic excuse for an enemy isn't a threat unless you're easily depressed. He'll drone on and on about his uselessness, but he is good for one thing: the occasional Meteotite drop!

WEAKNESS

NEW FASSAD

LVL 45



HP	3182	EXP	11121
PP	364	DP	1200

DROPS

Luxury Banana (100%)

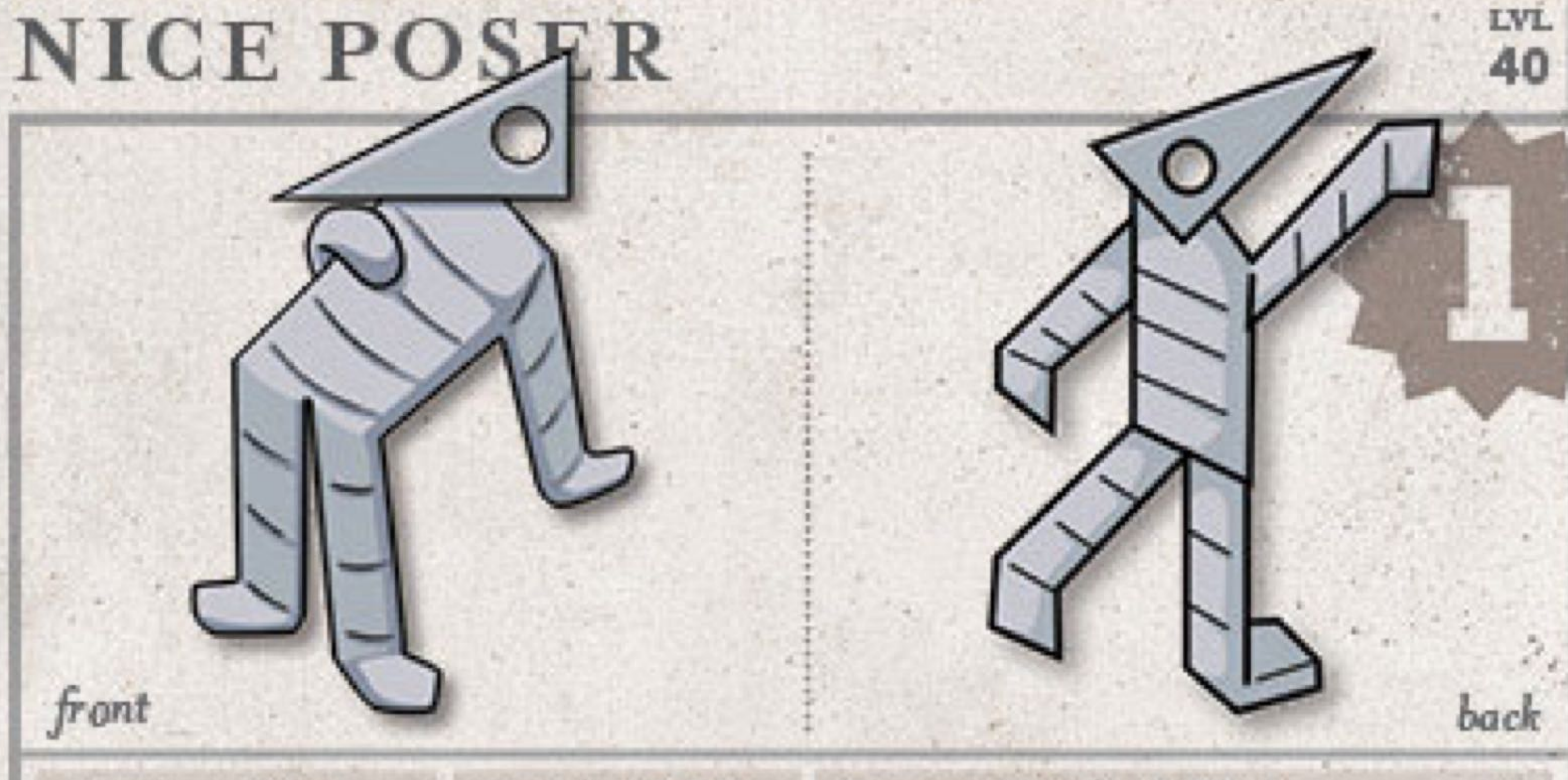
	FRONT	BACK
Off.	164	0
Def.	78	57
IQ	58	40
Spd.	45	1
Chp	7	

Not only does he have a wide array of offensive and defensive moves at his disposal, but he loves shields and can take multiple turns each round. When his HP is low, He'll start scarfing Luxury Bananas. Keep going!

WEAKNESS

NICE POSER

LVL 40



HP	280	EXP	300
PP	0	DP	50

DROPS

Secret Herb (15%)

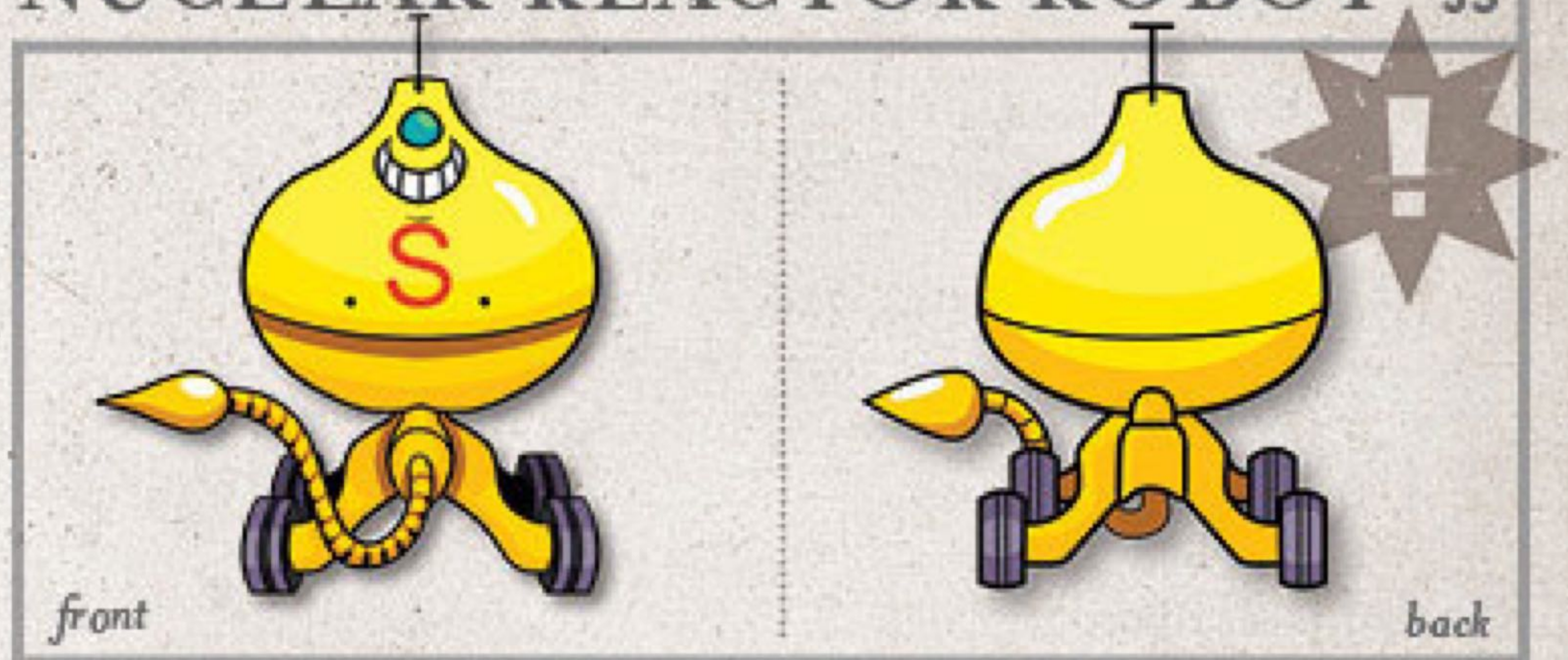
	FRONT	BACK
Off.	50	1
Def.	50	50
IQ	50	50
Spd.	50	1
Chp	7	

This triangular terror won't do much to hurt you beyond status effects, but don't bother using PSI on him: he's immune.

WEAKNESS

NUCELAR REACTOR ROBOT

LVL 55



HP	724	EXP	3720
PP	0	DP	208

DROPS

Super Bomb (3%)

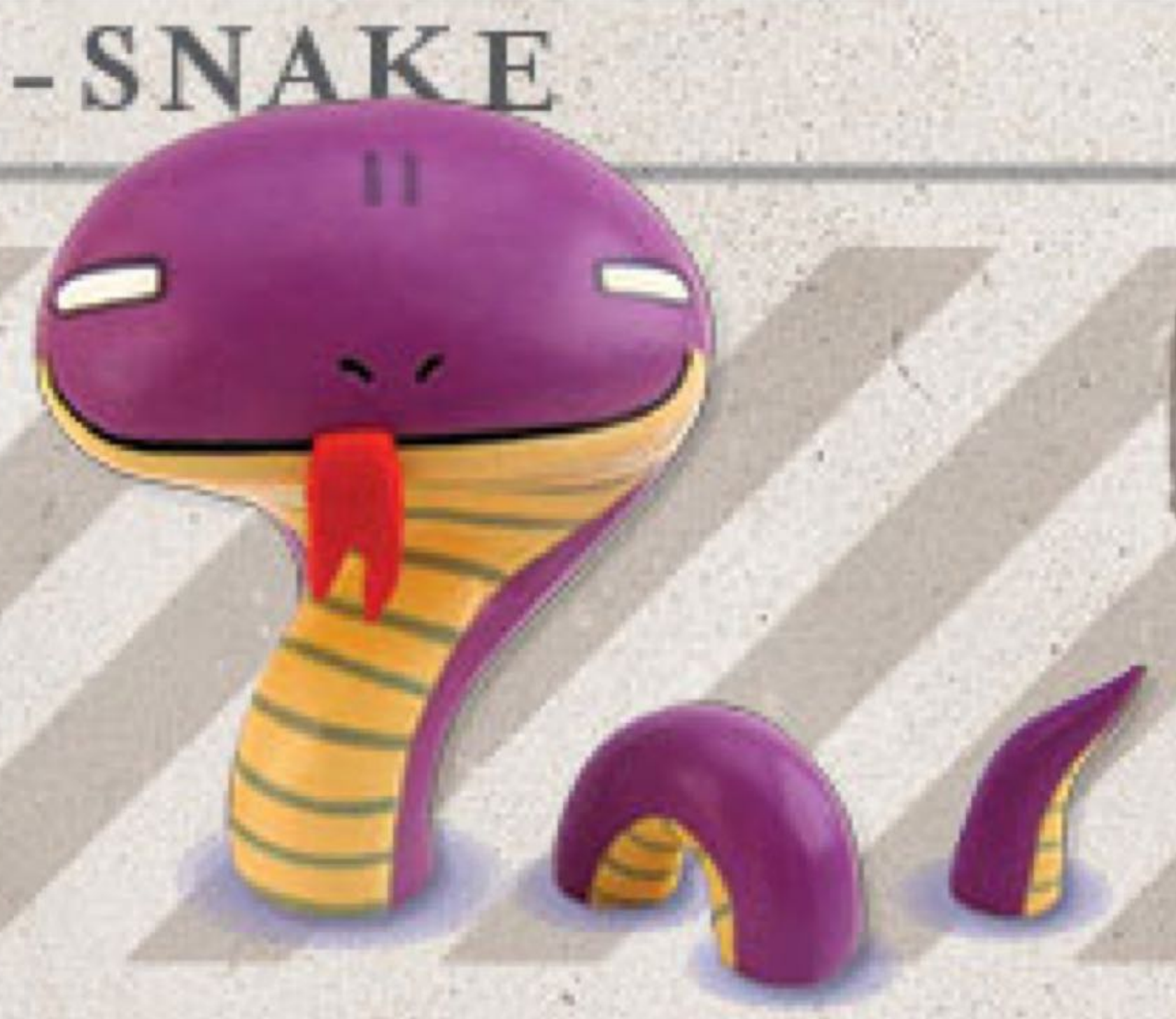
	FRONT	BACK
Off.	92	1
Def.	80	73
IQ	38	38
Spd.	51	1
Chp	8	

Another variation of an old model whose dubious upgrades aren't enough to make it a problem: you can still turn it around with Duster's Siren Beetle to dismantle the explosives on its back.

WEAKNESS

OH-SO-SNAKE

LVL 24



HP	1237	EXP	568
PP	0	DP	0

DROPS

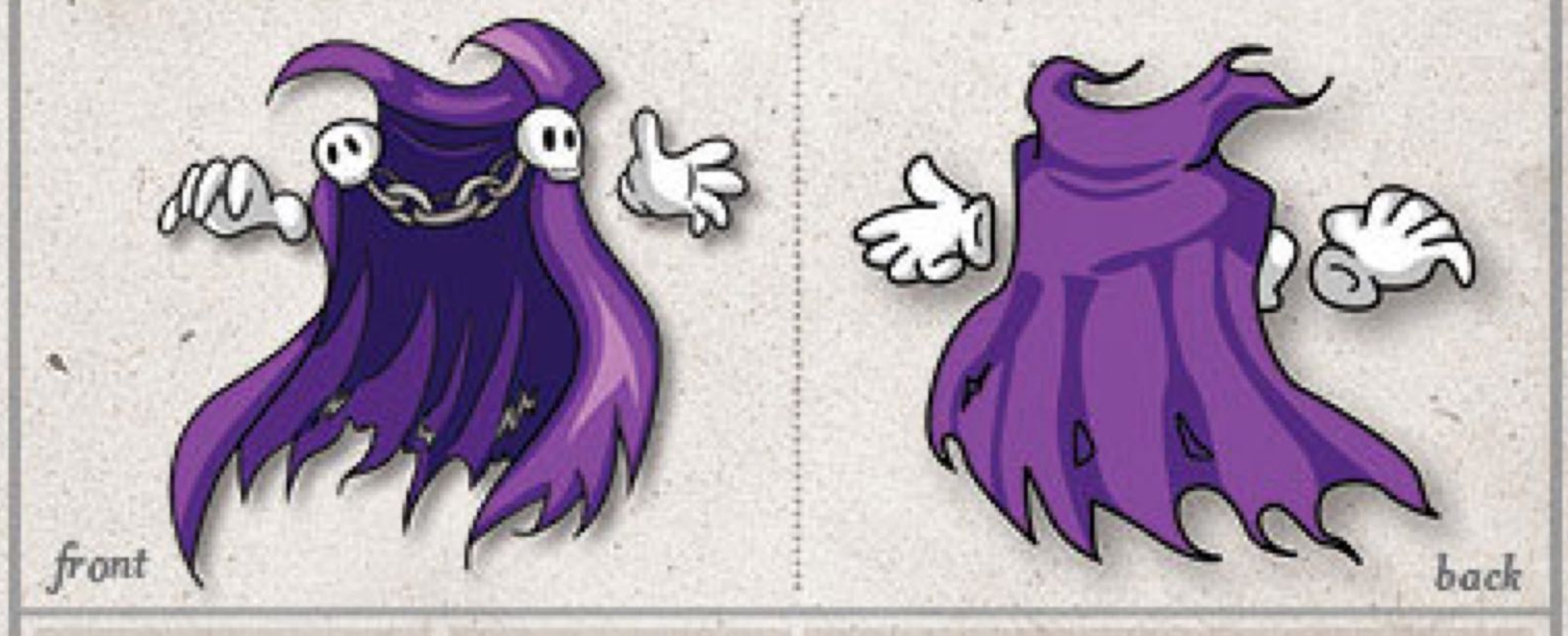
	FRONT	BACK
Off.	82	1
Def.	28	40
IQ	16	16
Spd.	23	1
Chp	2	

Don't hold back on healing items or bombs! Use Smoke Bomb to lower his accuracy and use Kumatora's Thunder. The biting/tail whipping attacks deal high damage. When underwater, it'll rise with a wave dealing 50 HP to all.

WEAKNESS

OSOHE CAPE

LVL 18



HP	189	EXP	78
PP	30	DP	0

DROPS

Peculiar Cheese (10%)

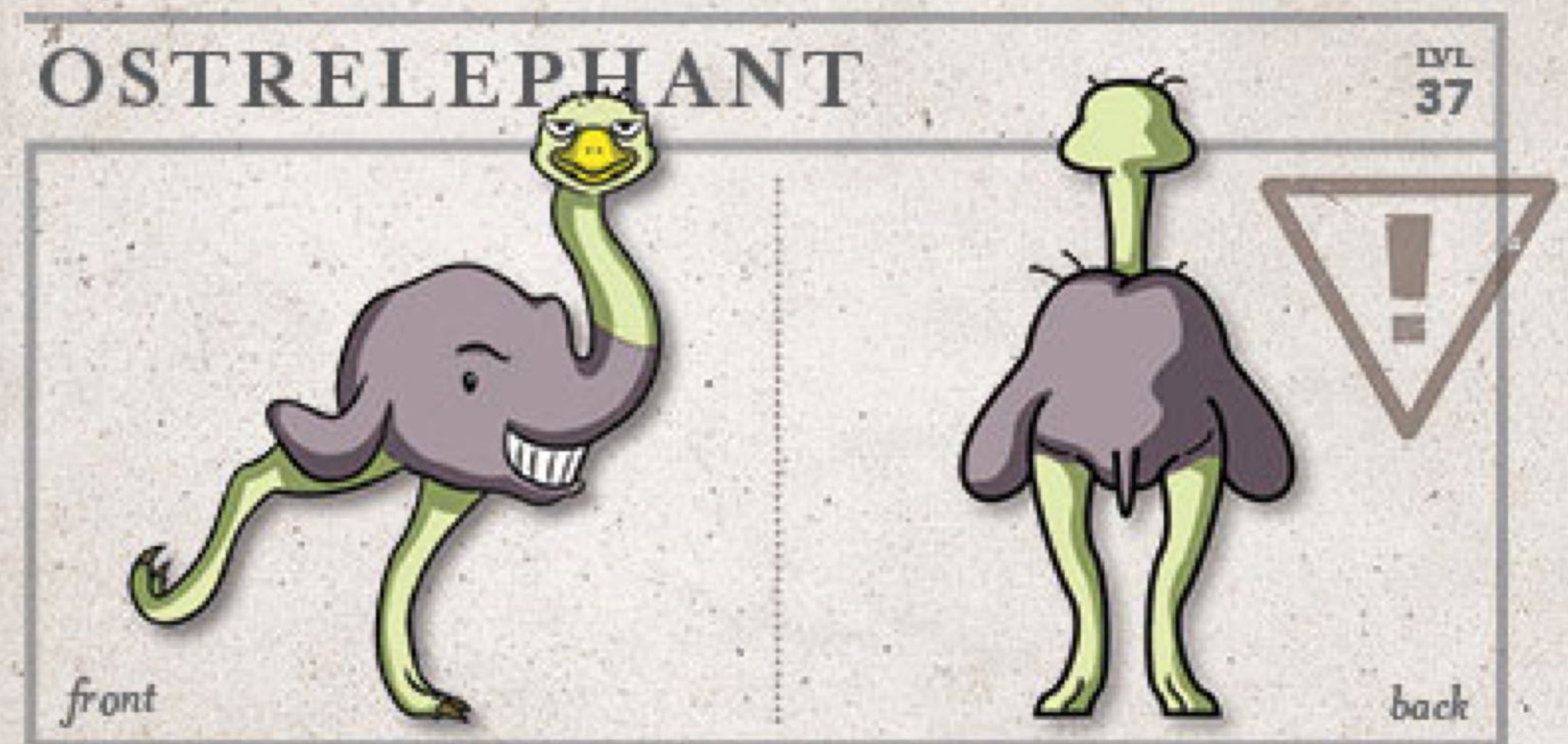
	FRONT	BACK
Off.	65	1
Def.	27	24
IQ	25	25
Spd.	28	1
Chp	2	

Don't let this spooky cloak give you the cold shoulder. Kumatora's Fire and Freeze attacks are equally effective, especially after he puts up his Shield.

WEAKNESS

OSTRELEPHANT

LVL 37



HP	400	EXP	374
PP	0	DP	75

DROPS: Beef Jerky (5%)

	FRONT	BACK
Off.	105	1
Def.	50	42
IQ	25	25
Spd.	48	1

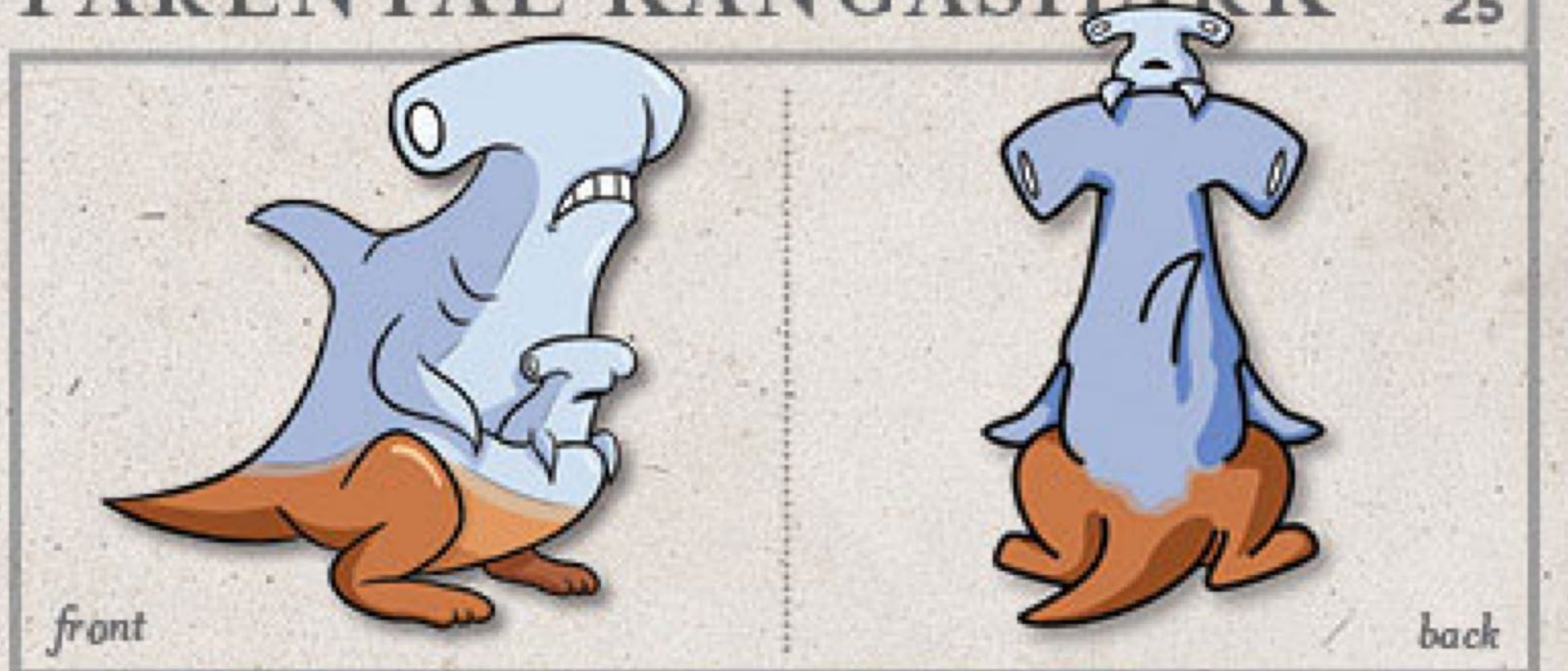
Chp 4,5,7

The odd roar/squawk they emit as they dash toward you is truly gut-wrenching. They may look silly, but their physical strength is something you'll always remember! Steer clear unless you've got plenty of PP and healing items.

WEAKNESS

PARENTAL KANGASHARK

LVL 25



HP	289	EXP	93
PP	0	DP	50

DROPS: Beef Jerky (10%)

	FRONT	BACK
Off.	82	1
Def.	24	14
IQ	17	18
Spd.	28	1

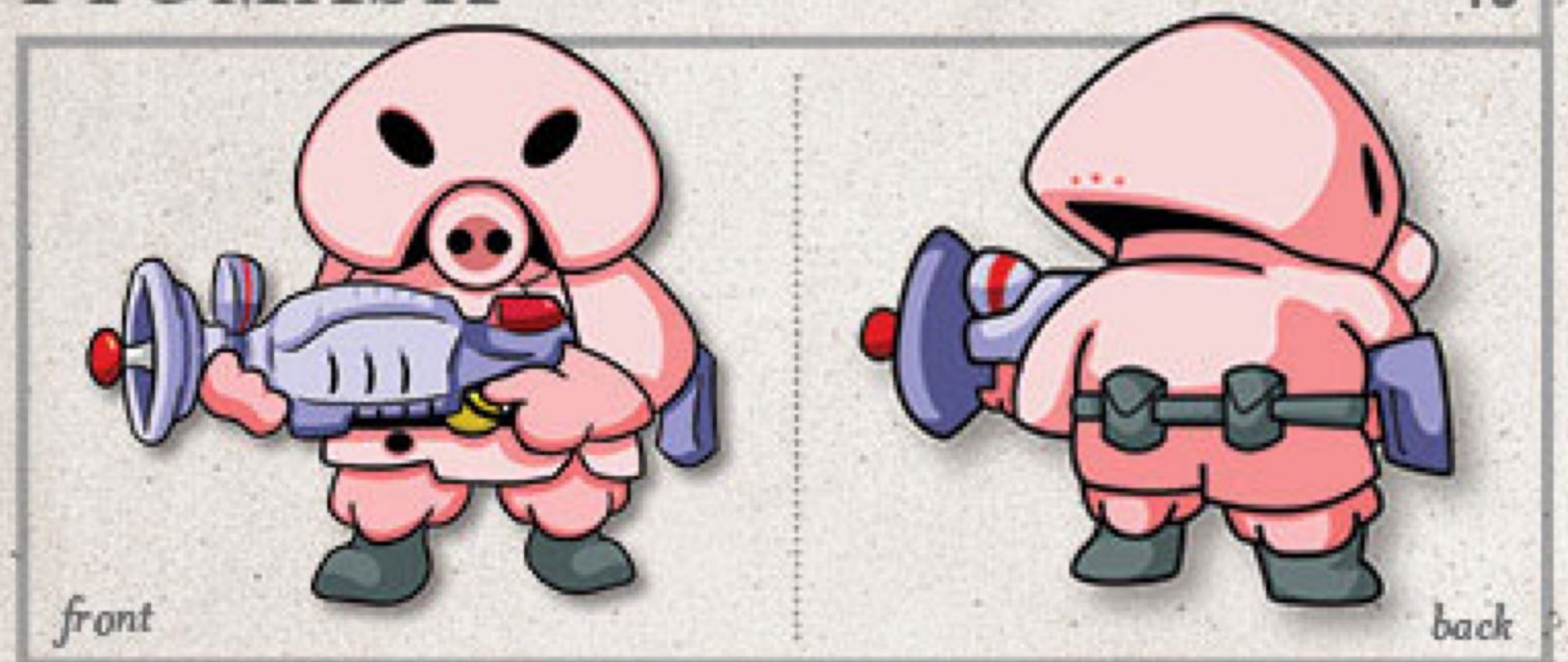
Chp 5,7

This overprotective mother is a formidable foe who child can provide more than just moral support! Use PK Freeze to stop it cold.

WEAKNESS

PIGMASK

LVL 18



HP	160	EXP	61
PP	0	DP	0

DROPS: Bag of Pork Chips (50%)

	FRONT	BACK
Off.	55	1
Def.	20	15
IQ	10	22
Spd.	23	1

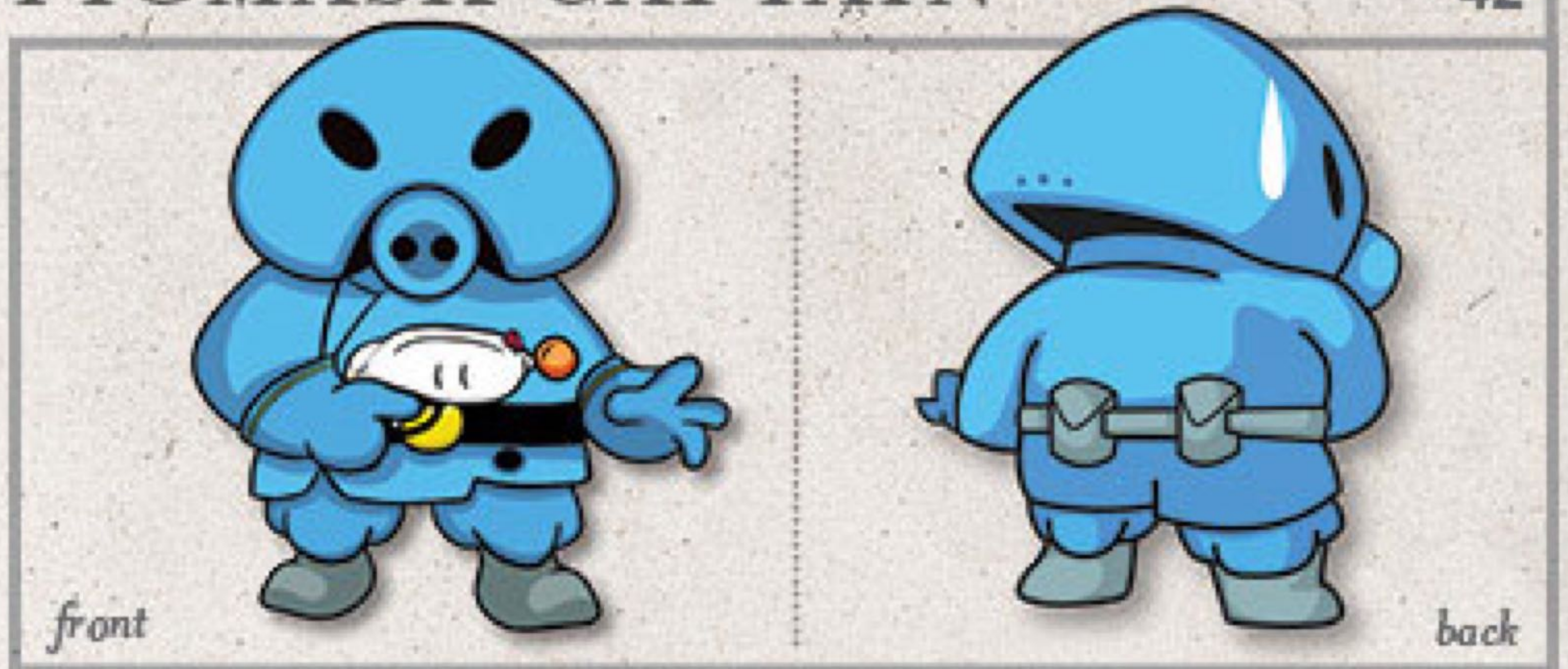
Chp 2,3,7

They may be tough on the eye and the ear, but they're not too tough in battle. Look out for their defense-lowering beams and cowardly kicks.

WEAKNESS

PIGMASK CAPTAIN

LVL 42



HP	453	EXP	854
PP	0	DP	150

DROPS: Cup of Pork Noodles (10%)

	FRONT	BACK
Off.	121	1
Def.	52	47
IQ	28	28
Spd.	43	0

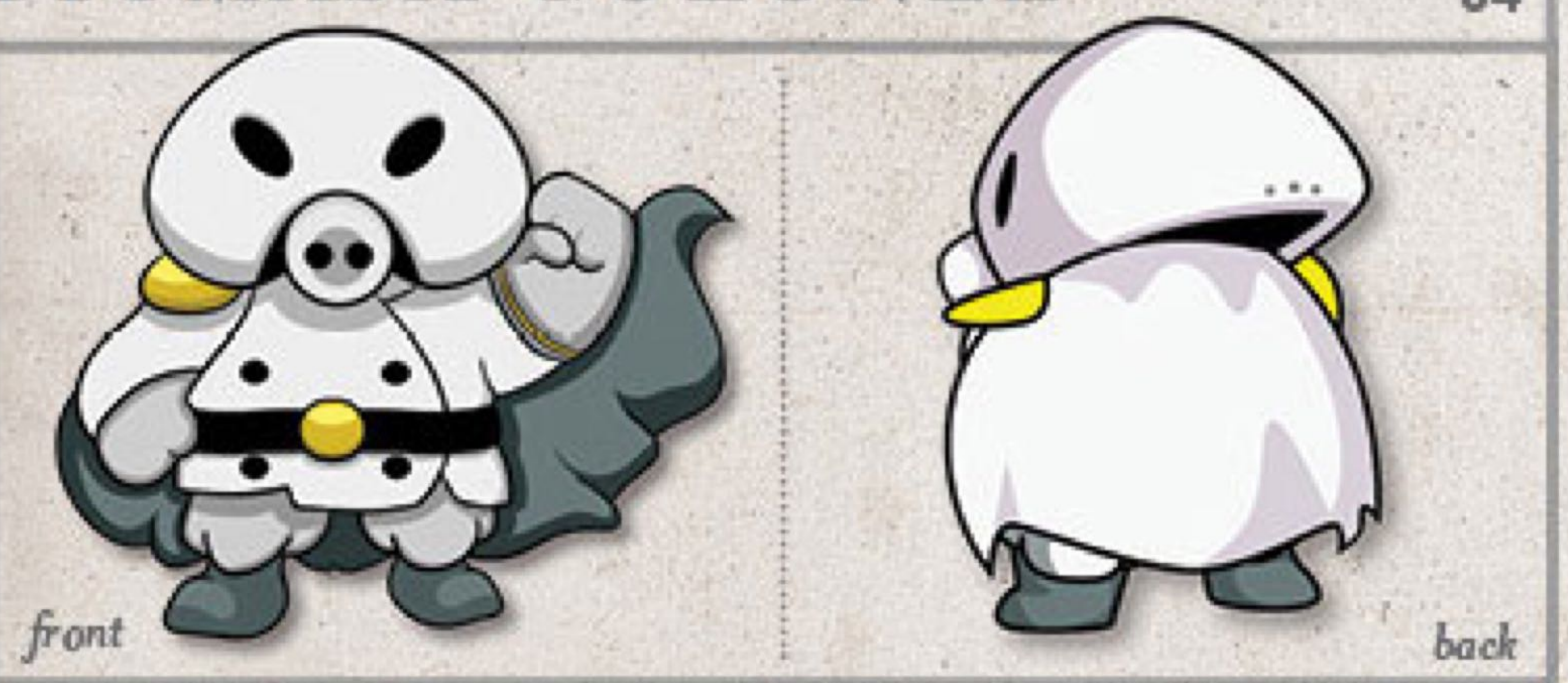
Chp 7

You might want to take this Pigmask seriously. His gun is pretty strong and he can take quite a few hits. DCMC goods might distract him, but you should focus on taking him out quick.

WEAKNESS

PIGMASK COLONEL

LVL 64



HP	895	EXP	3910
PP	0	DP	500

DROPS: King Burger (15%)
Awesome Cloak (5%)

	FRONT	BACK
Off.	168	1
Def.	100	88
IQ	45	45
Spd.	59	1

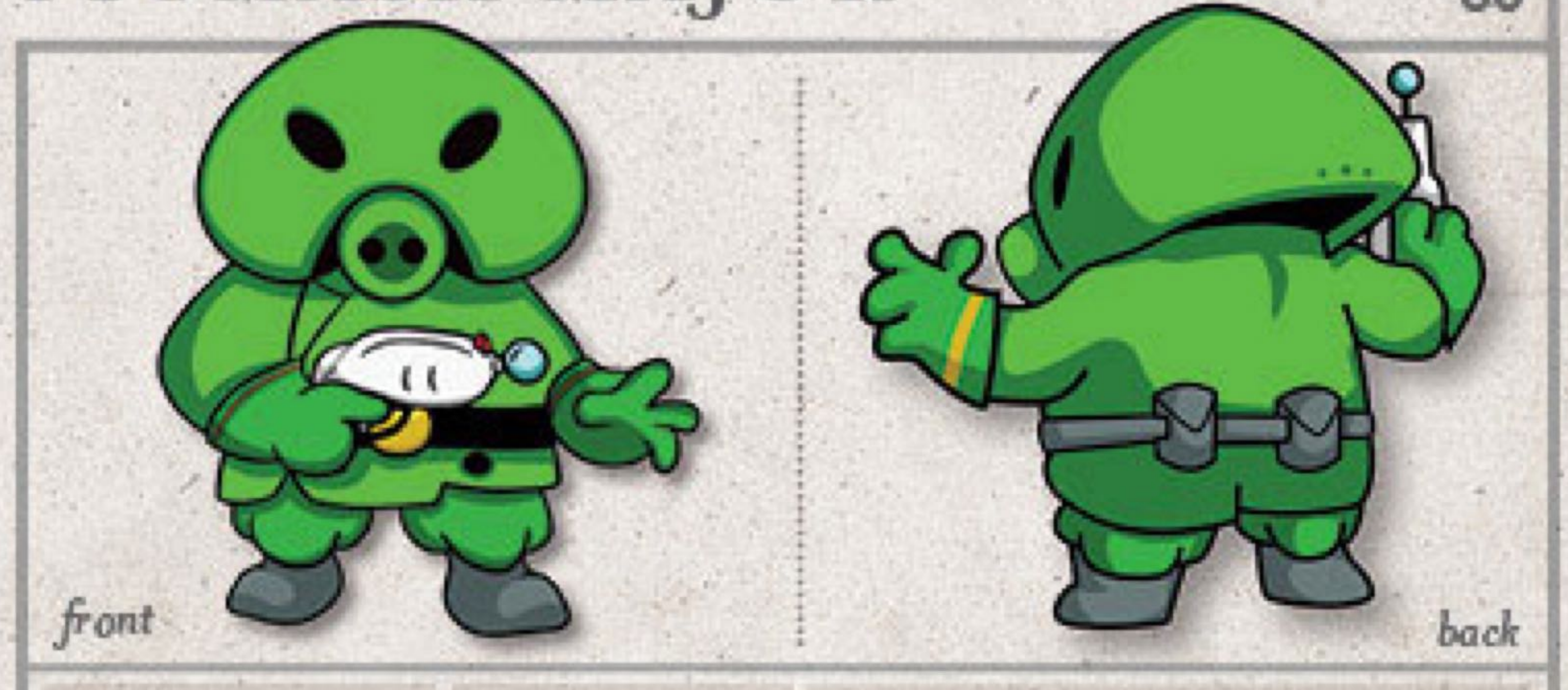
Chp 7,8

You'll need a Shield Snatcher in the first round, and maybe later if he uses his shield device. PK Freeze and Bombs are effective against him, and while he can really put up a fight, don't waste your PP; there's a bigger battle coming!

WEAKNESS

PIGMASK MAJOR

LVL 60



HP	721	EXP	2788
PP	0	DP	300

DROPS: Hot Dog Sushi (10%)

	FRONT	BACK
Off.	147	1
Def.	75	64
IQ	38	38
Spd.	62	1

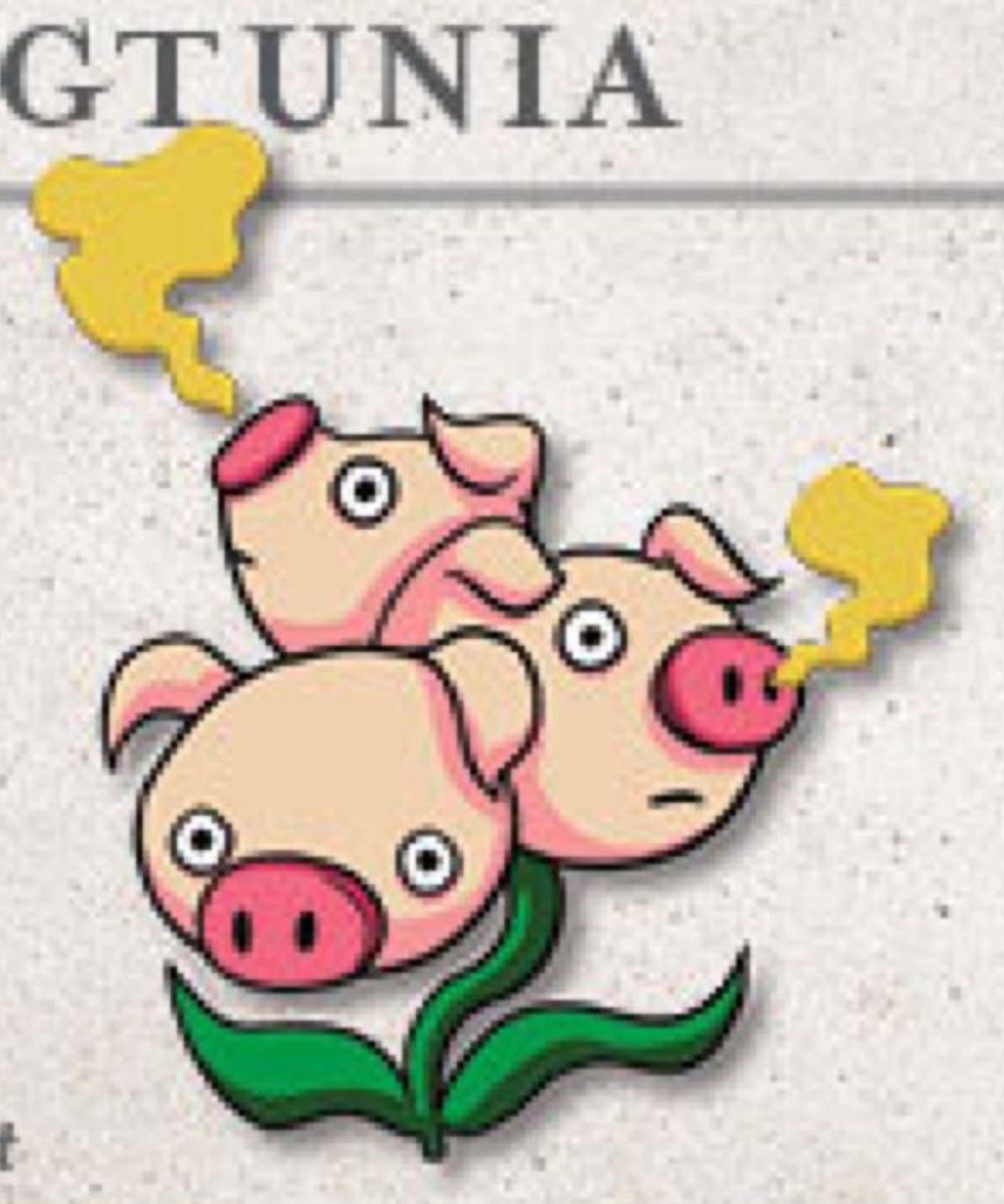
Chp 7,8

These higher-ranking Pigmasks are rather tough, as far as Pigmasks go. Their guns pack a punch, and sometimes they'll try to stick a time bomb on you. Use PK Fire and PK Love to take groups out quickly.

WEAKNESS

PIGTUNIA

LVL 35


front

back

HP	352	EXP	182
PP	0	DP	60

DROPS: Flea Powder (10%)

	FRONT	BACK
Off.	96	1
Def.	48	43
IQ	38	38
Spd.	35	1

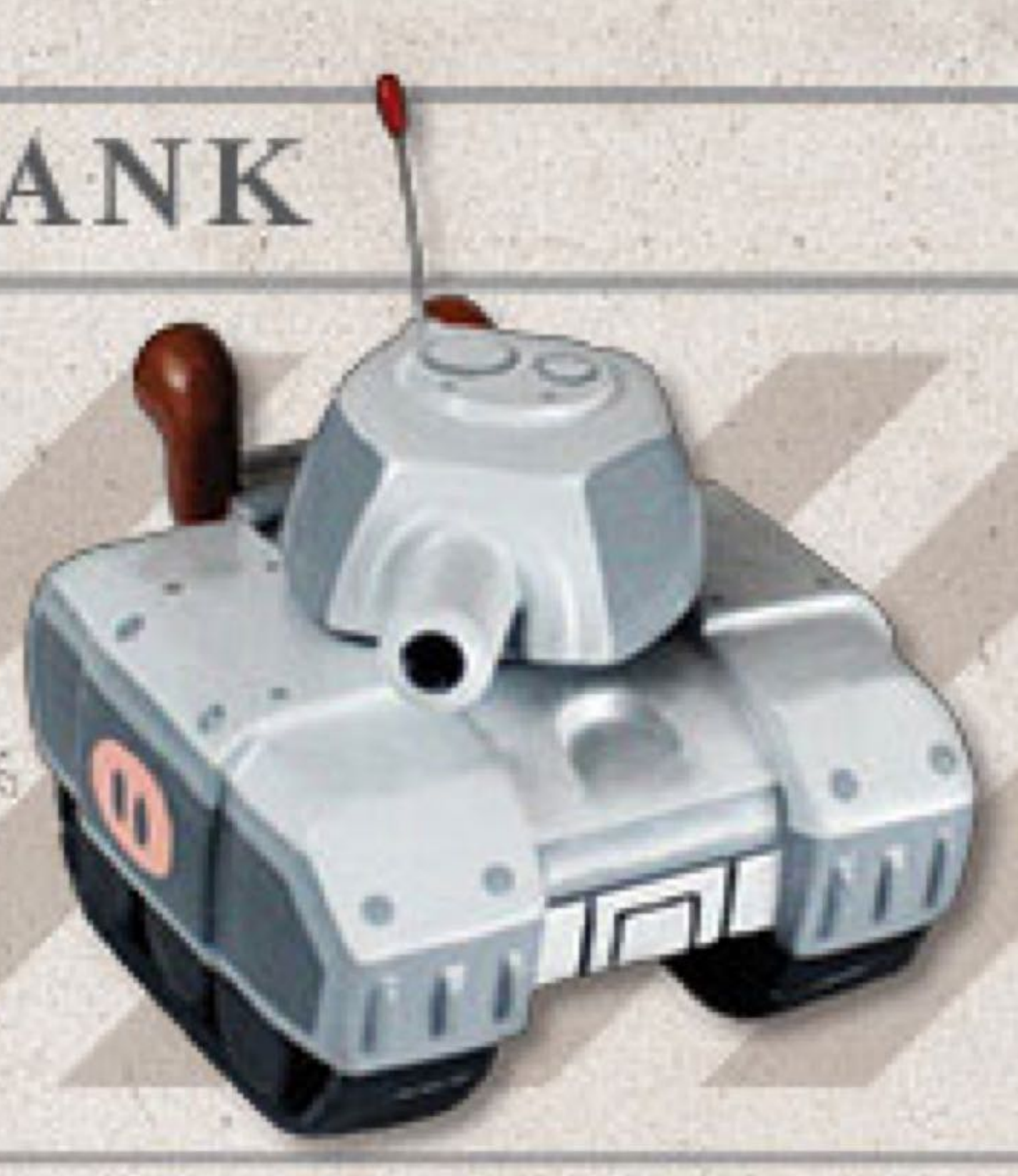
Chp 4,5,7

A rather deadly variety of flower which is pretty boaring to look at. They can sprout sibling plants and make you cry, so take them out fast!

WEAKNESS

PORK TANK

LVL 15



HP	1782	EXP	624
PP	0	DP	0

DROPS

	FRONT	BACK
Off.	74	1
Def.	21	10
IQ	12	12
Spd.	10	1

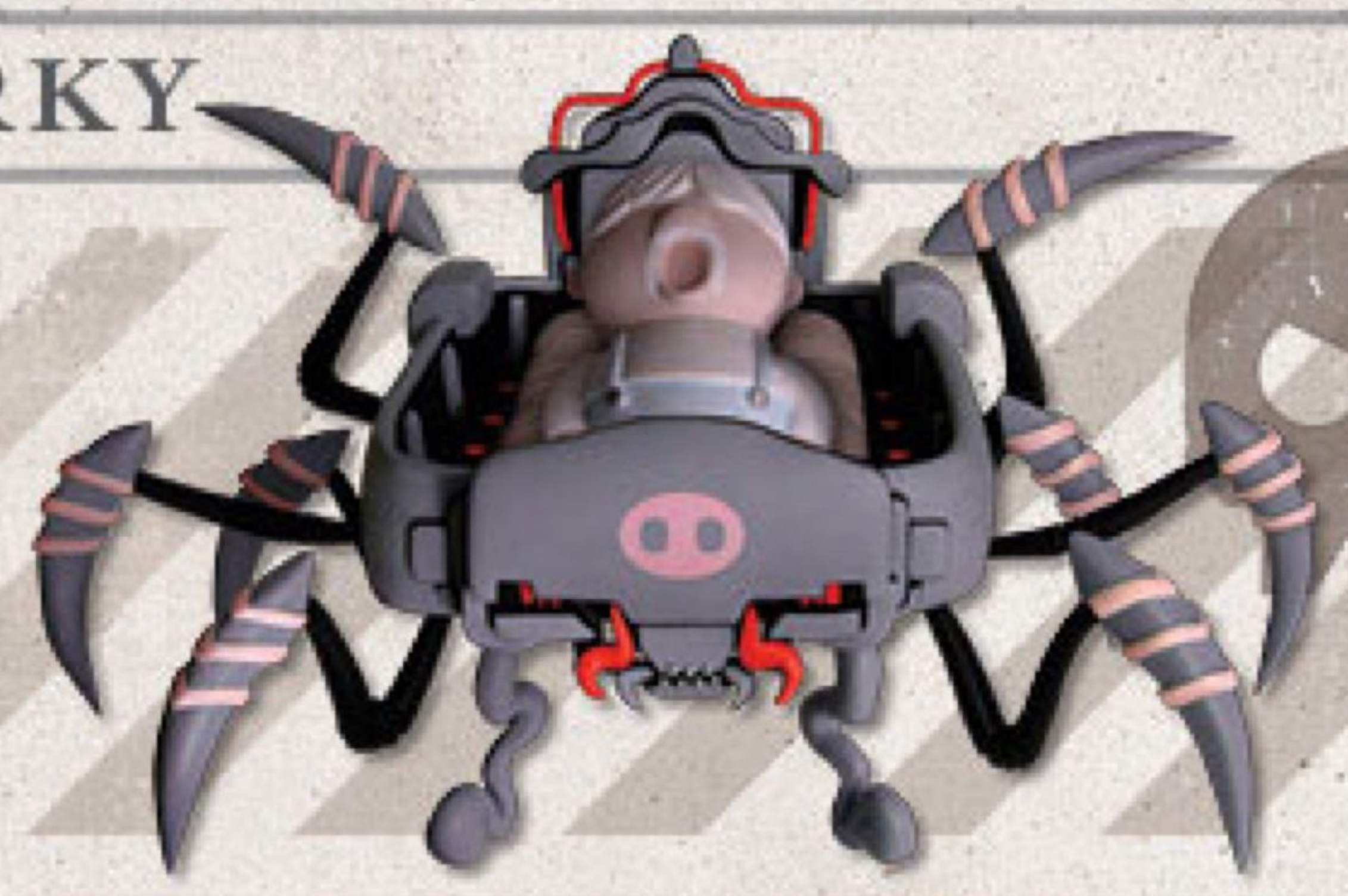
Chp 3

Huge HP and a powerful offense. Don't apologize, Laughter is slim, Monkey Mimic can help, Dancing may alter stats. Kumatora should use strong PK Thunder and regular attacks. After a bit, the driver will emerge. Finish him!

WEAKNESS

PORKY

LVL 67



HP	6569	EXP	0
PP	0	DP	0

DROPS

	FRONT	BACK
Off.	170	1
Def.	182	148
IQ	64	64
Spd.	63	63

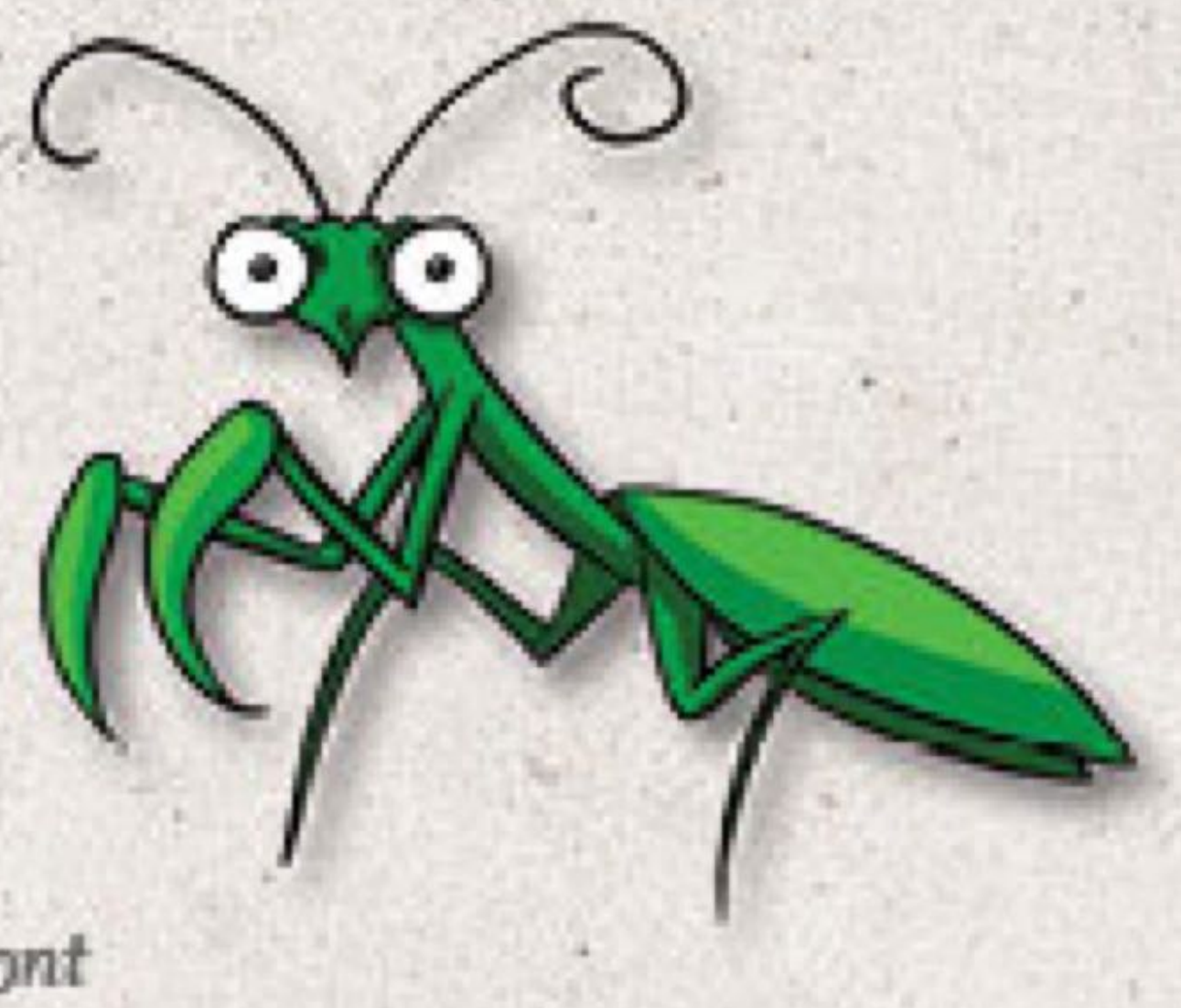
Chp 8

Incomprehensible attacks and well-maintained PSI Counter make him a formidable foe. Along to physical attacks, he doles out stat damage, status effects, and shield-bypassing explosions. Even when mech shuts down, beware!

WEAKNESS

PRAYING MANTIS

LVL 10


front

back

HP	34	EXP	2
PP	0	DP	0

DROPS: Nut (50%)

	FRONT	BACK
Off.	32	1
Def.	3	1
IQ	6	2
Spd.	9	1

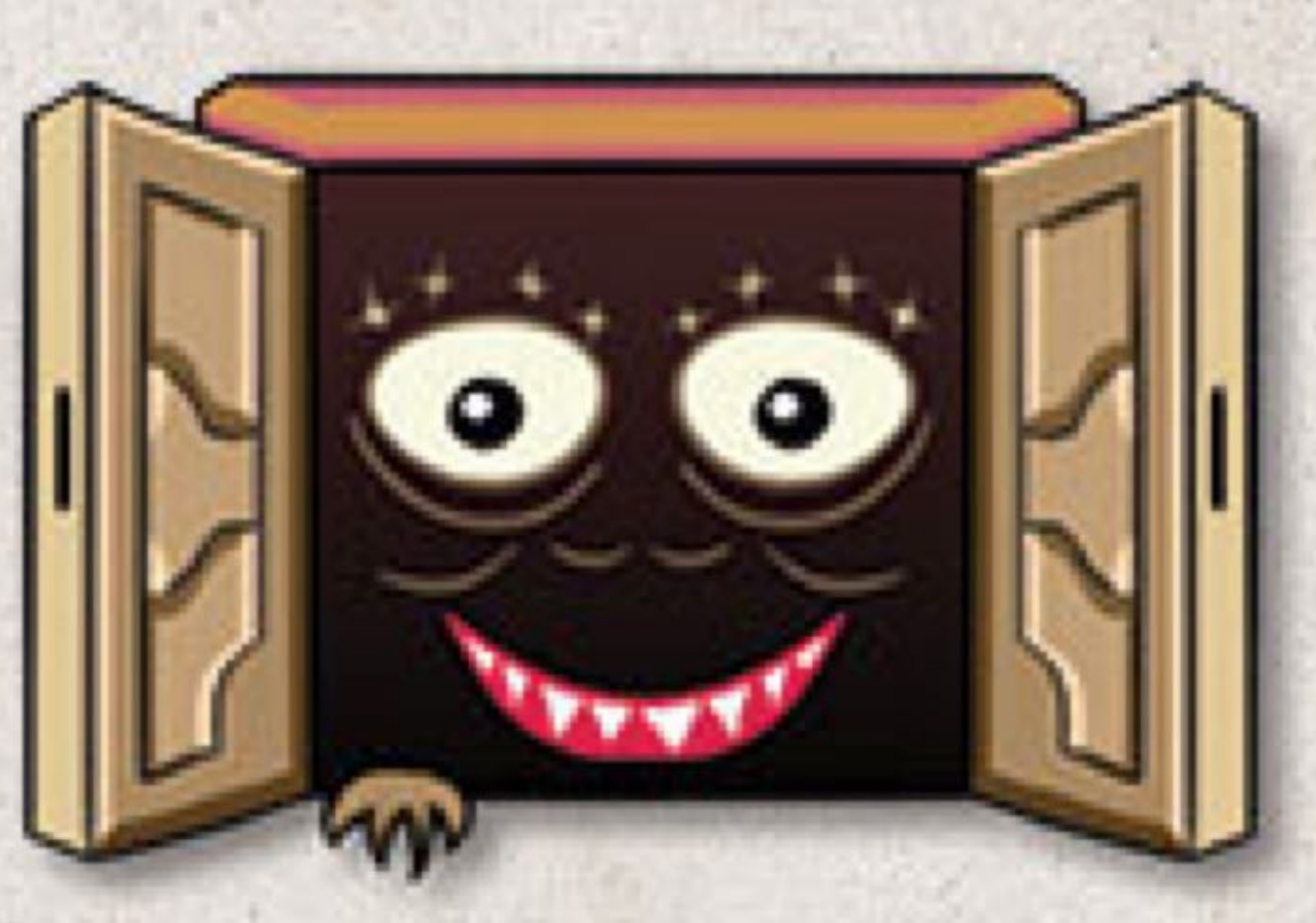
Chp 1,2,3

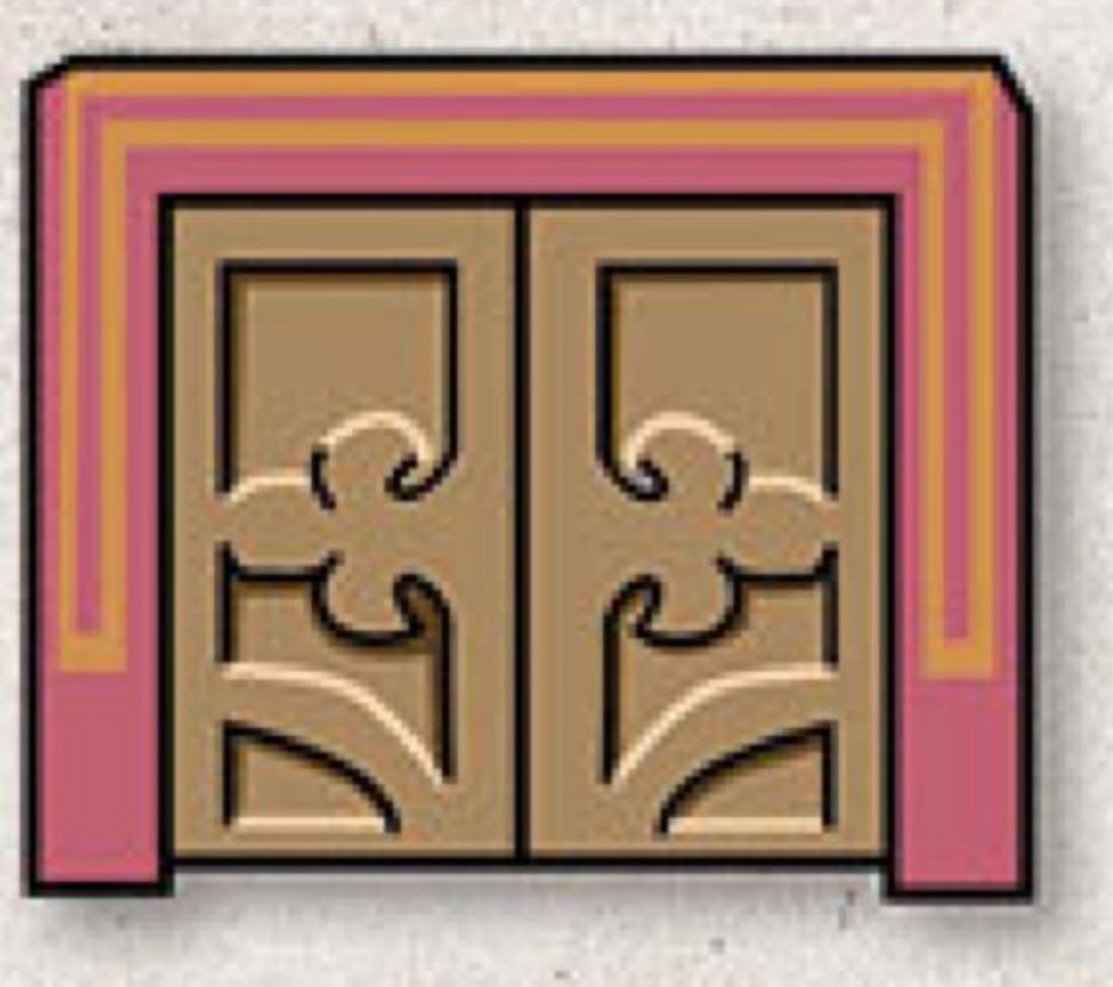
It's a cool bug in concept but not much of a fighter in practice. Perhaps is should be praying for your mercy!

WEAKNESS

PSEUDOOR

LVL 16


front


back

HP	215	EXP	76
PP	0	DP	0

DROPS: Fresh Mint (15%)

	FRONT	BACK
Off.	58	1
Def.	27	40
IQ	12	12
Spd.	18	1

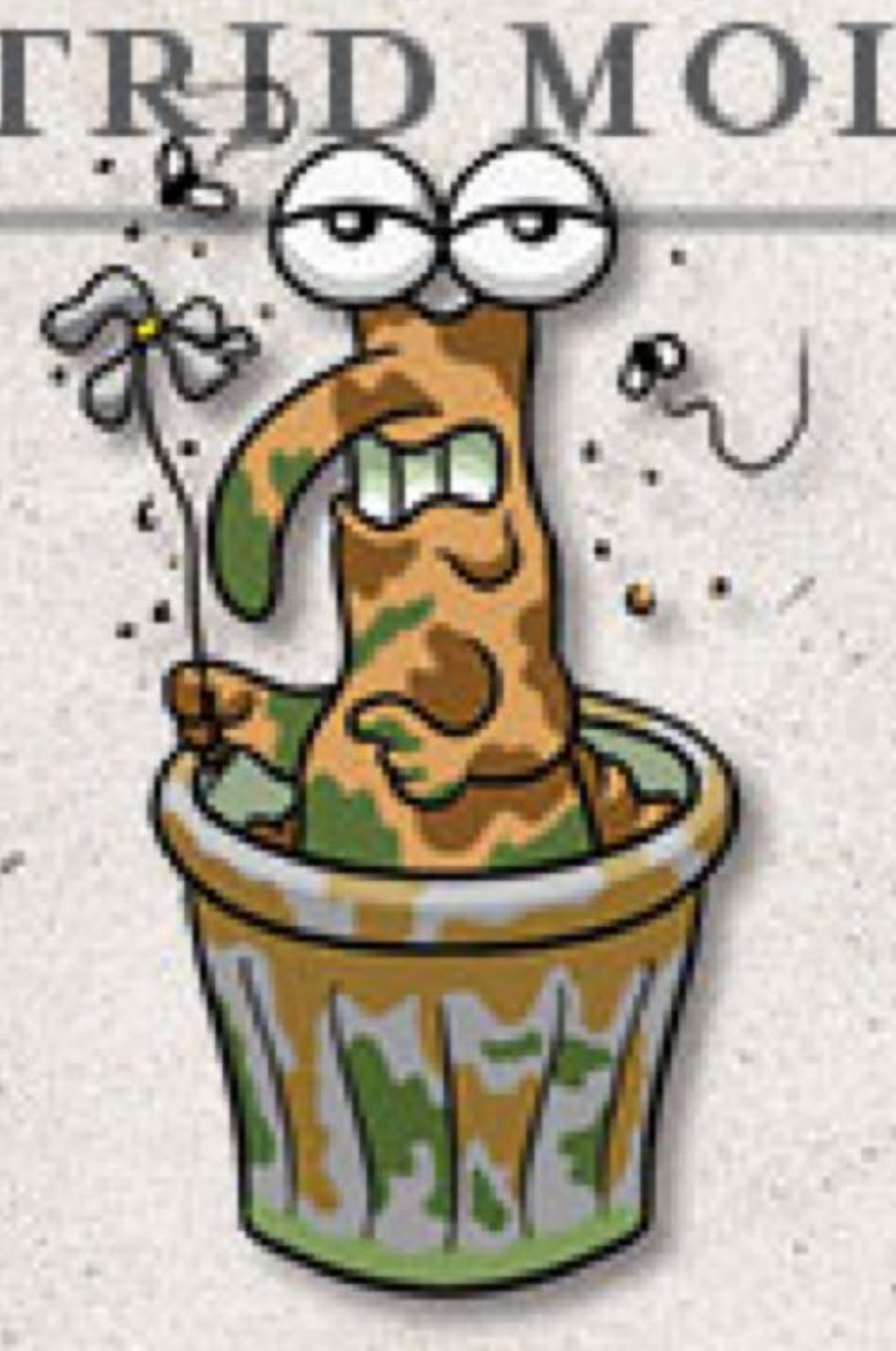
Chp 2,5

It's a trap! Luckily it will shut up after a few hits. After that, use your Tickle Stick to close this door for good.

WEAKNESS

PUTRID MOLDYMAN

LVL 54


front

back

HP	789	EXP	3226
PP	0	DP	154

DROPS: Attack Attractor (5%)

	FRONT	BACK
Off.	130	1
Def.	85	75
IQ	47	47
Spd.	54	1

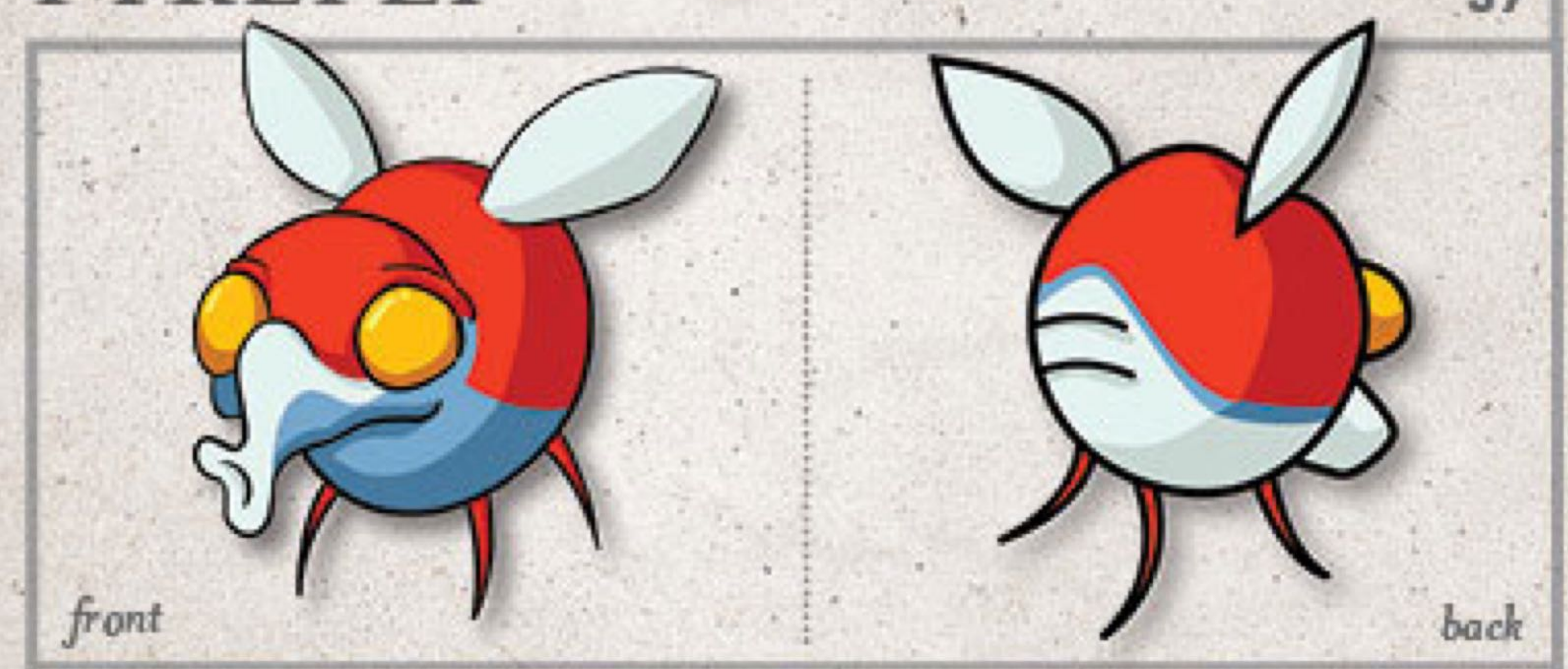
Chp 8

These malodorous mischief-makers hide in trash cans, waiting for unsuspecting adventurers in search of hamburgers. Their poisonous spores can leave a bad taste in your mouth.

WEAKNESS

PYREFLY

LVL 37



				DROPS
HP	302	EXP	554	Alarm Cicada (10%)
PP	0	DP	163	

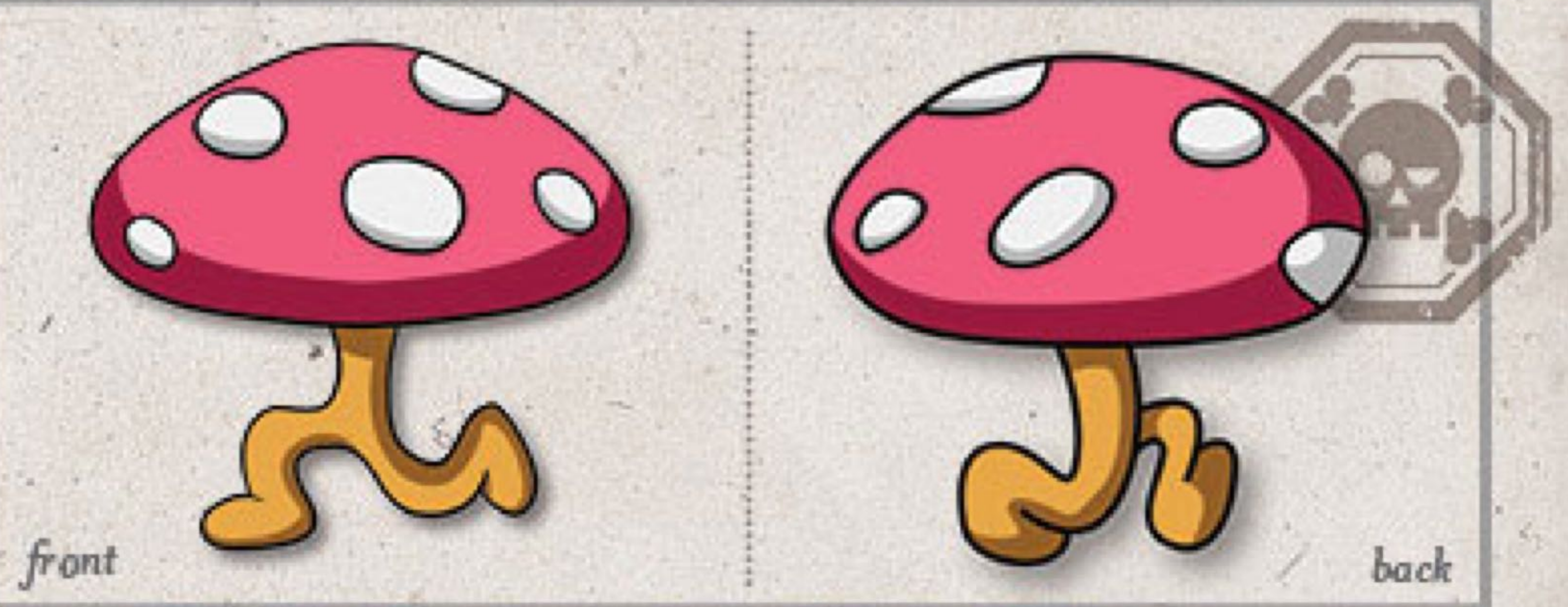
	FRONT	BACK
Off.	108	1
Def.	50	40
IQ	30	28
Spd.	60	1
Chp	7	

These little buggers have to gang up on you to be a real threat. They can breathe fire and hurt the whole party, but they're only a real problem when they swarm.

WEAKNESS

RAMBLIN' MUSHROOM

LVL 15



				DROPS
HP	178	EXP	29	Edible Mushroom (60%)
PP	0	DP	14	

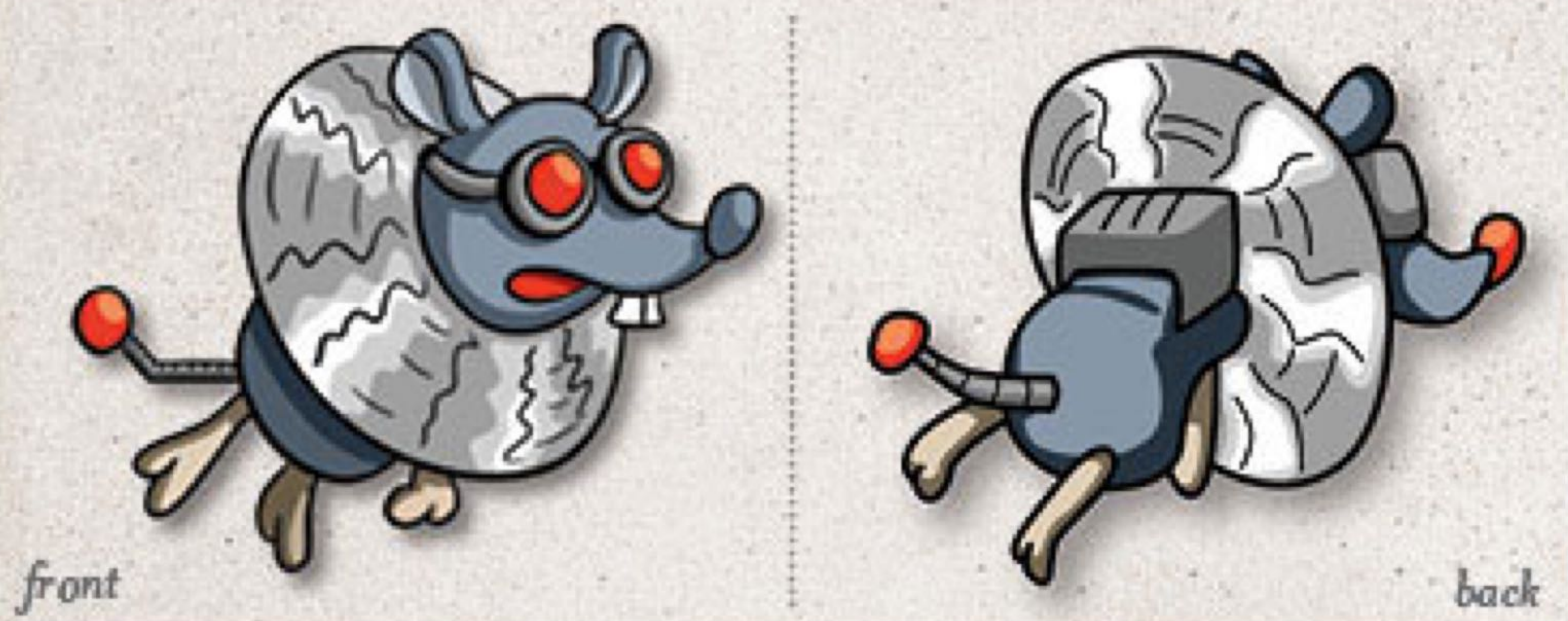
	FRONT	BACK
Off.	43	1
Def.	16	9
IQ	7	7
Spd.	15	1
Chp	4,5,7	

These guys look somewhat familiar... Anyway, you will find them throughout the tunnel. If they mushroomize you, defend so you don't attack your own teammates.

WEAKNESS

REALLY FLYING MOUSE

LVL 15



				DROPS
HP	130	EXP	52	Bread Roll (15%)
PP	0	DP	26	

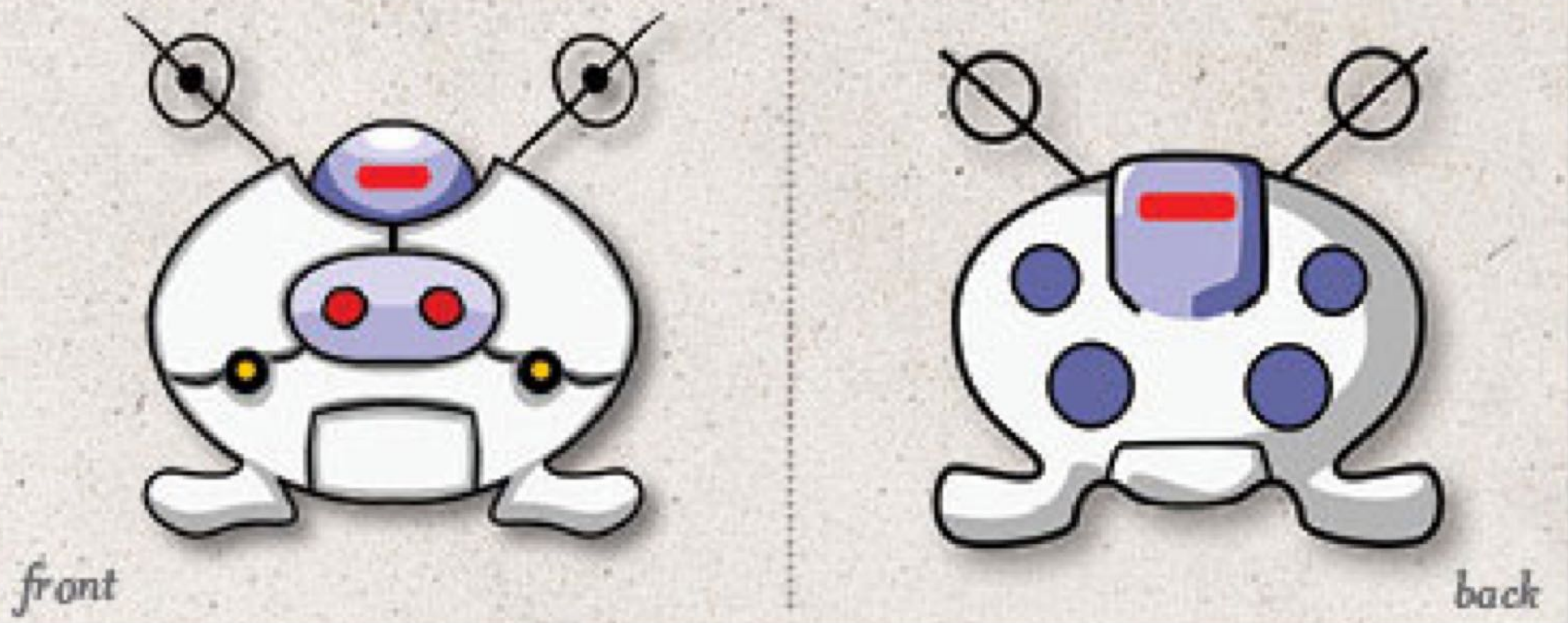
	FRONT	BACK
Off.	48	1
Def.	18	4
IQ	13	13
Spd.	35	1
Chp	4,5,7	

No really, this mouse is flying. It might be a little tougher of a foe at first, but the extra Exp. is a helpful boost.

WEAKNESS

RECON MECH

LVL 18



				DROPS
HP	90	EXP	65	Pencil Rocket (3%)
PP	0	DP	0	

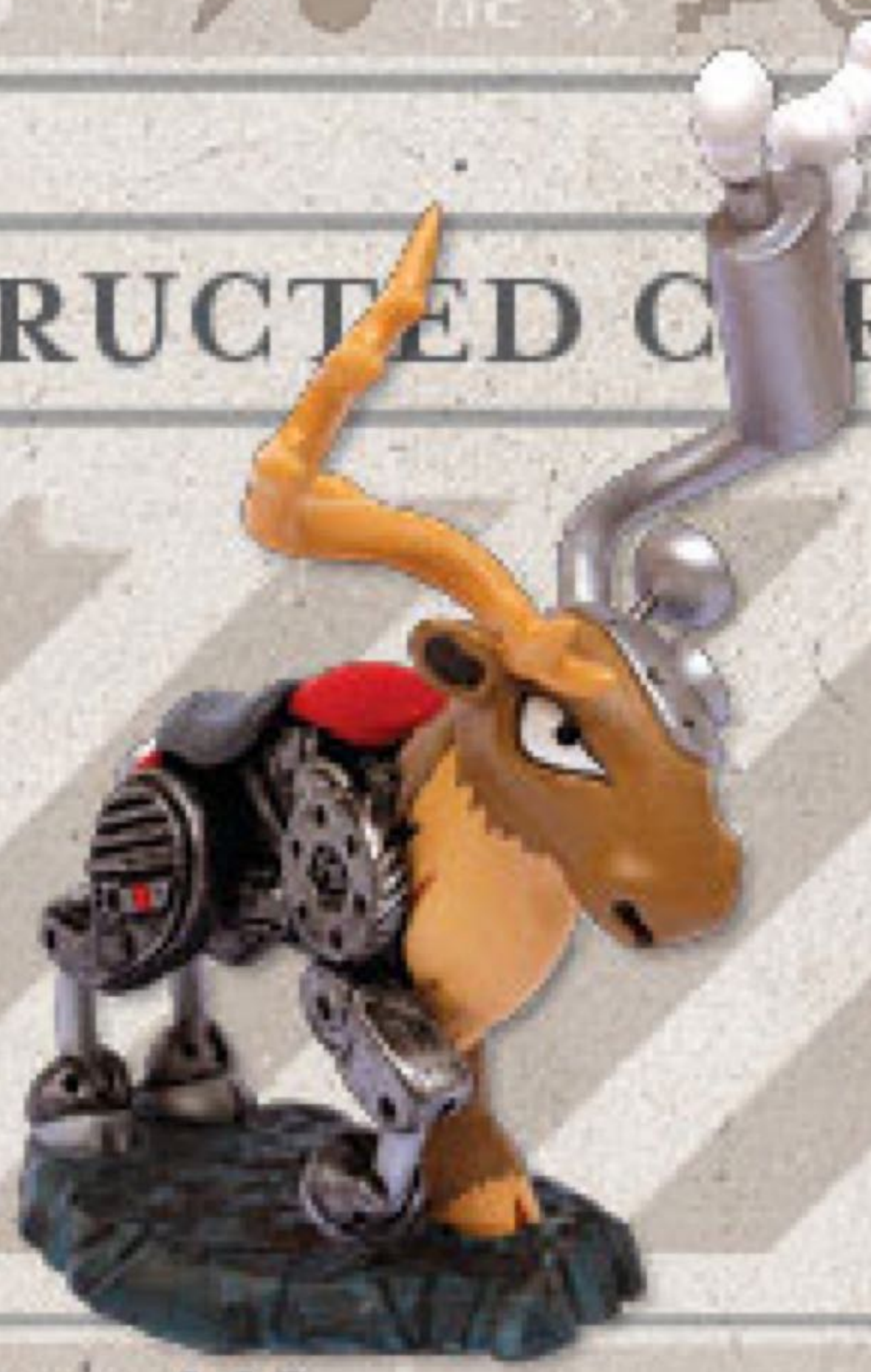
	FRONT	BACK
Off.	50	1
Def.	35	29
IQ	20	20
Spd.	20	1
Chp	2	

This machine's AI is susceptible to laughter. If you're really lucky, it'll leave behind a Pencil Rocket!

WEAKNESS

RECONSTRUCTED CARIBOU

LVL 15



				DROPS
HP	512	EXP	112	
PP	0	DP	0	

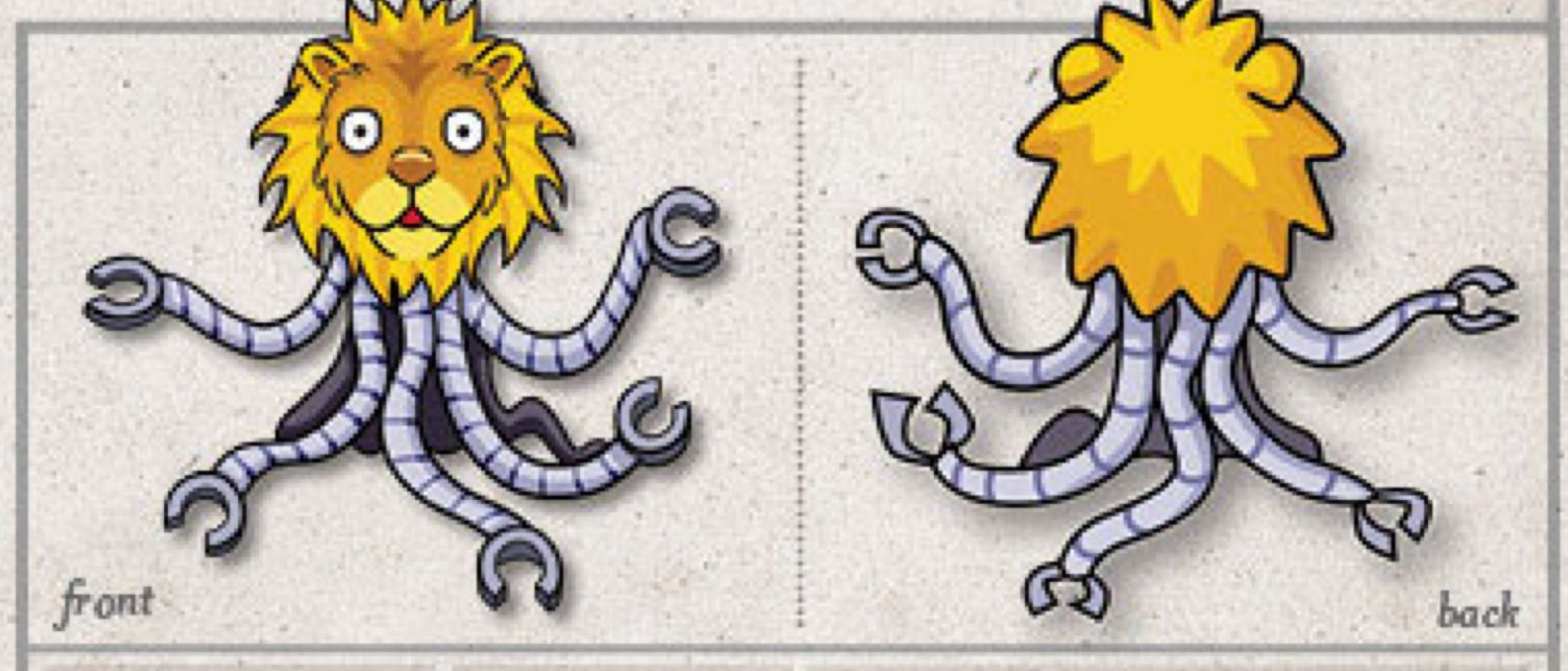
	FRONT	BACK
Off.	57	1
Def.	21	1
IQ	12	1
Spd.	16	1
Chp	1	

Its offensive attacks can devastate your party. Duster's Wall Staples are the most useful skill. If successful, it can be pinned down and unable to retaliate. It wears off after a turn or two, so restaple. Stock Boney with goods for healing.

WEAKNESS

RECONSTRUCTED LION

LVL 25



				DROPS
HP	325	EXP	96	Sprinting Bomb (5%)
PP	0	DP	62	

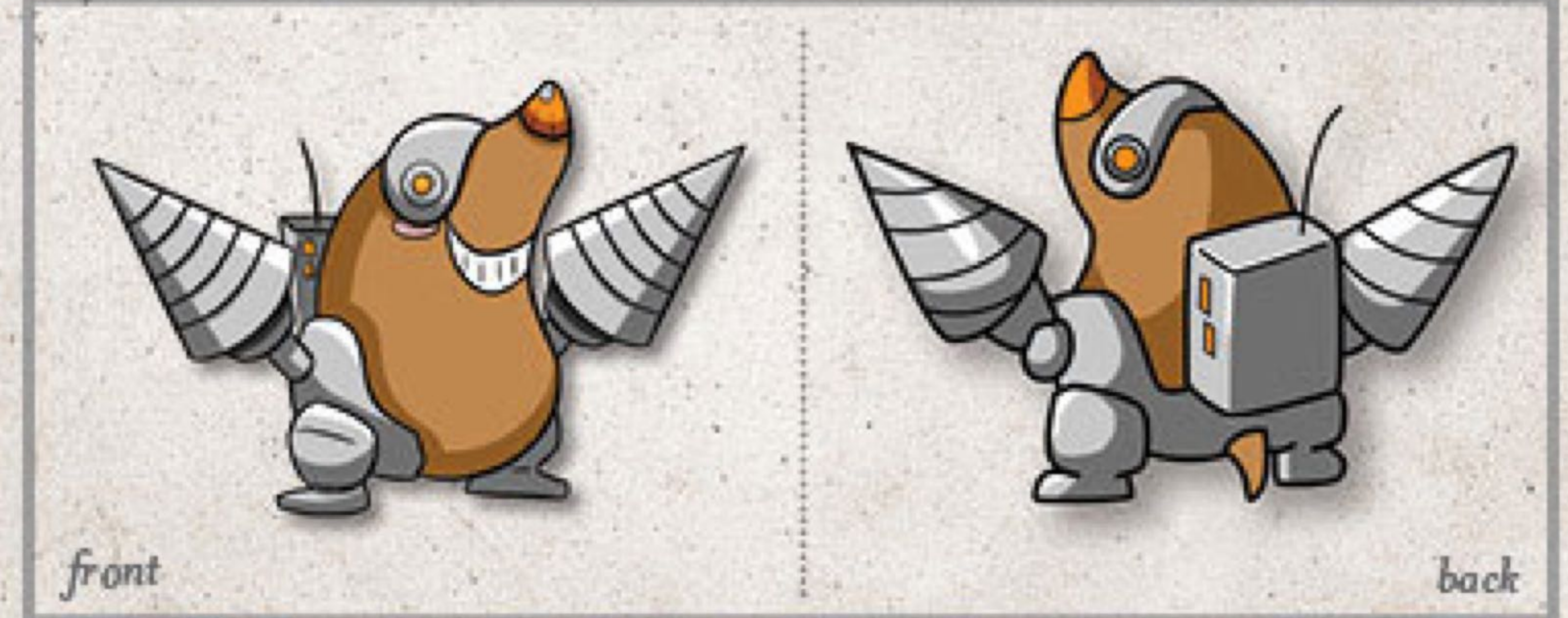
	FRONT	BACK
Off.	88	0
Def.	27	18
IQ	23	23
Spd.	32	1
Chp	5,7	

Oh my pork it's a lion get in the Pork Bean! This nasty beast can use PK Fire, an attack that will quickly wear down your team, so dispatch of it quickly!

WEAKNESS

RECONSTRUCTED MOLE

LVL 16



HP	165	EXP	42
PP	0	DP	33

DROPS: Bread Roll (10%)

	FRONT	BACK
Off.	64	1
Def.	18	8
IQ	14	14
Spd.	18	1

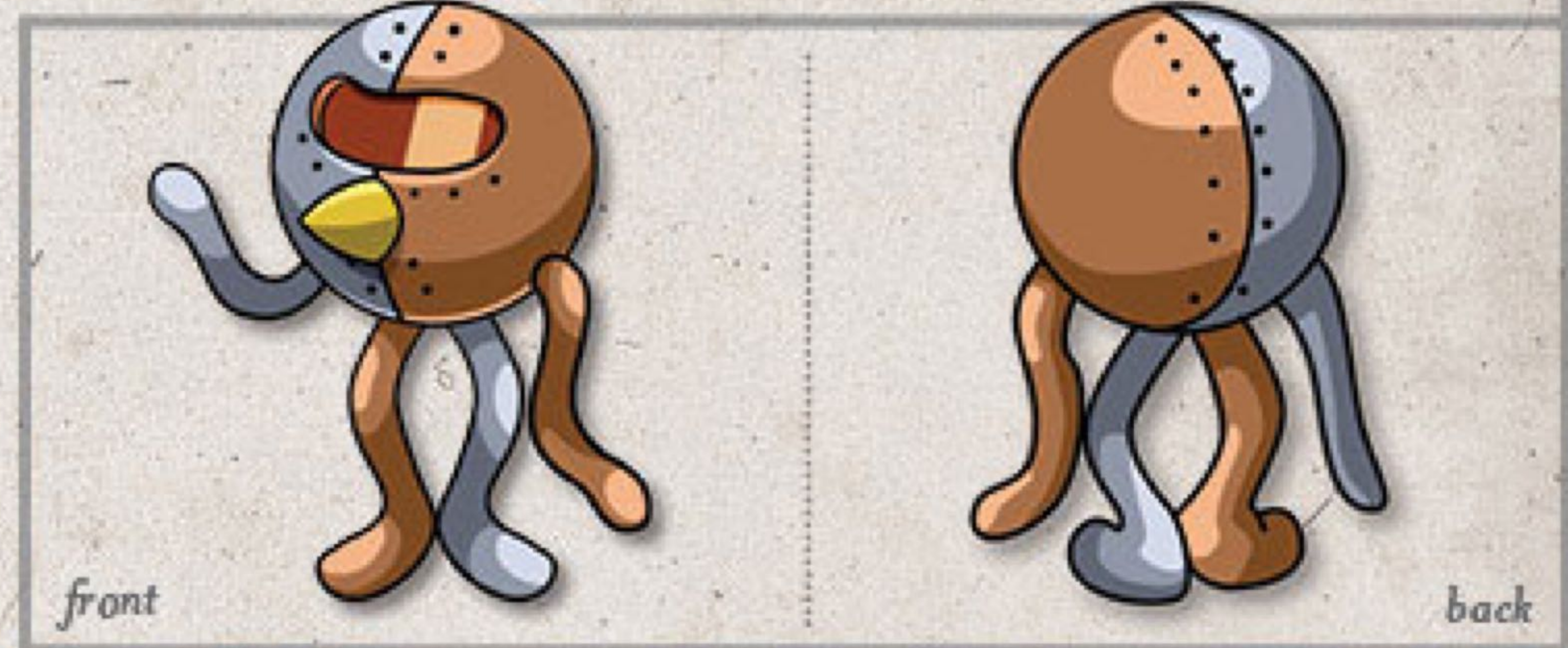
Chp 4,5,7

As if a mole needed a more effective way to tear up a lawn. Don't let them gang up on you because those drills are powerful!

WEAKNESS

RETURN OF OCTOBOT

LVL 57



HP	777	EXP	3164
PP	0	DP	432

DROPS: Rich Parfait (15%)

	FRONT	BACK
Off.	128	1
Def.	78	68
IQ	35	35
Spd.	58	1

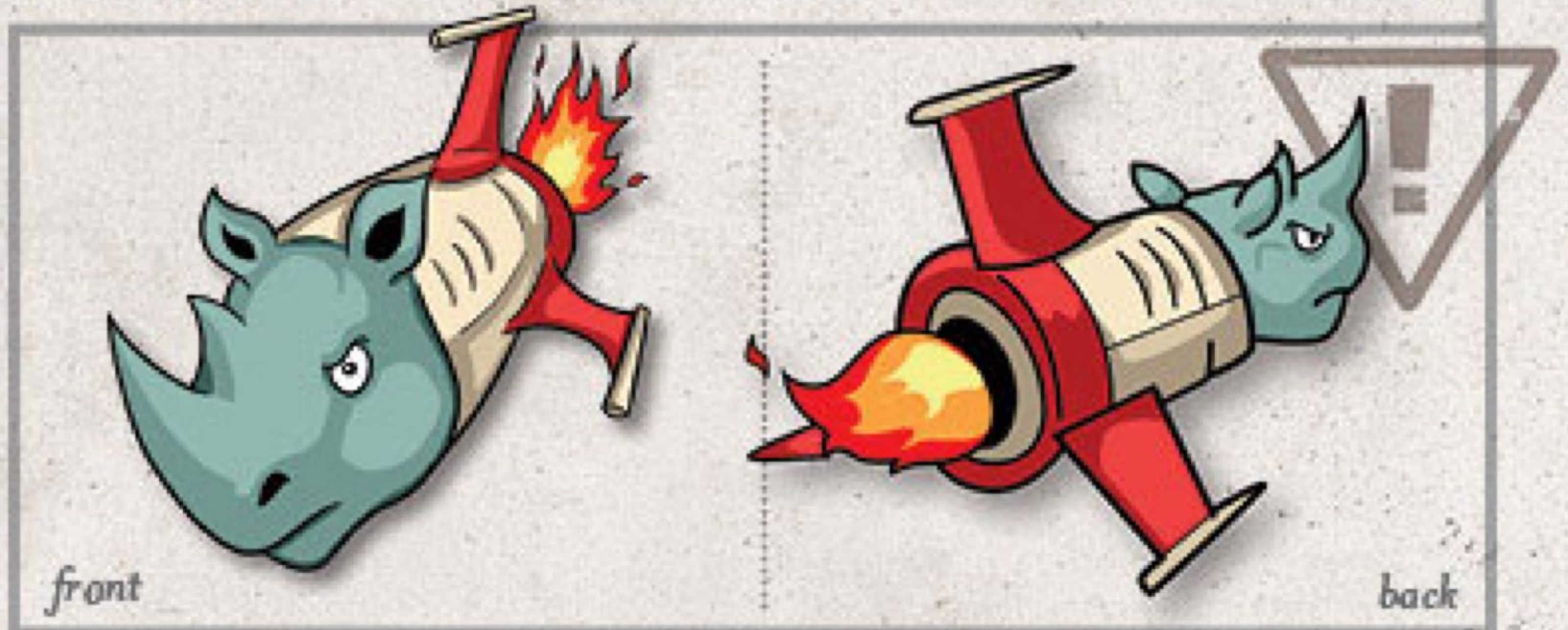
Chp 8

It's back! Even with its upgrades, the Octobot, a staple of discerning time-traveling tyrants, still retains its susceptibility to thunder.

WEAKNESS

RHINOCEROCKET

LVL 27



HP	400	EXP	171
PP	0	DP	178

DROPS: Pencil Rocket (10%)

	FRONT	BACK
Off.	80	1
Def.	27	30
IQ	19	19
Spd.	34	1

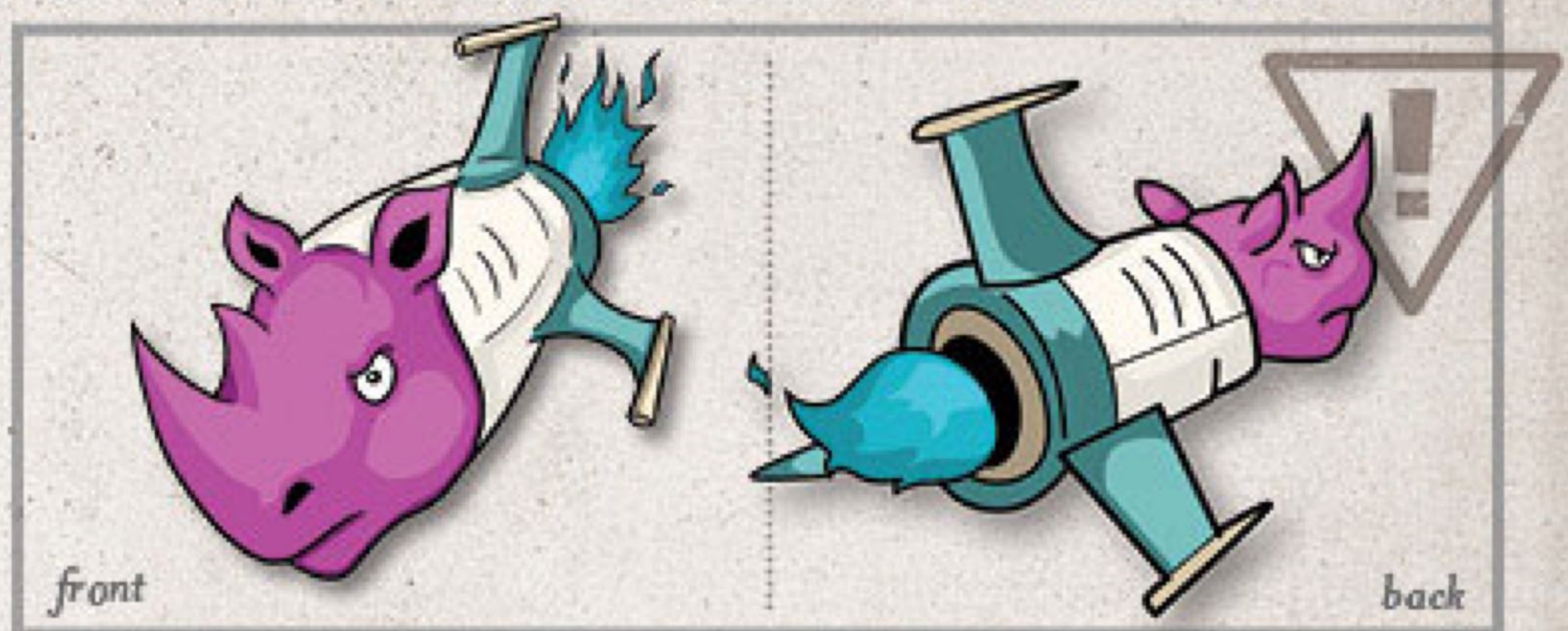
Chp 5,7

This speedy foe flies through the air with the greatest of ease and malice. When he attacks, he hits everyone in the party—twice! Take him down fast with your strongest attacks.

WEAKNESS

RHINOCEROCKET MARK II

LVL 56



HP	832	EXP	3628
PP	0	DP	178

DROPS: Pencil Rocket (10%)

	FRONT	BACK
Off.	159	1
Def.	89	76
IQ	47	83
Spd.	59	1

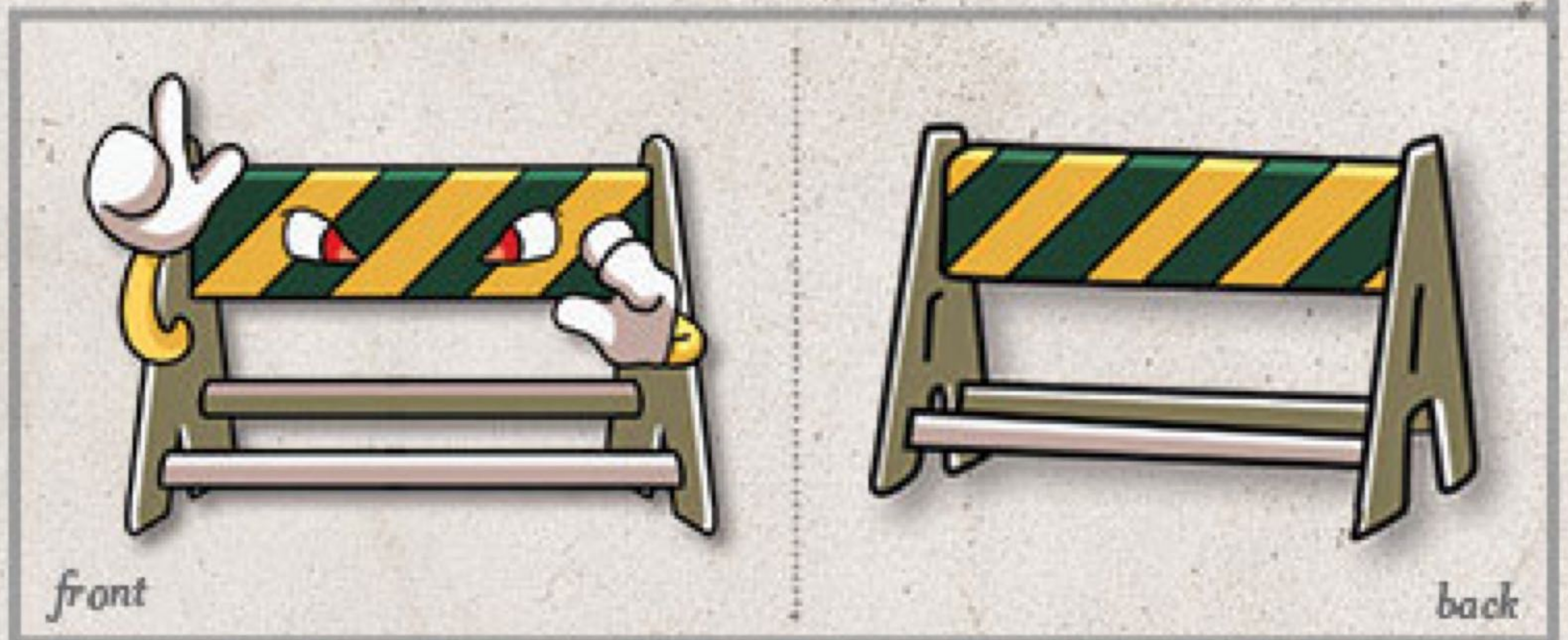
Chp 8

The Rhinocerocket's moves haven't really changed, but it's still as dangerous as ever. A shot of PK Freeze should go a long way towards decommissioning it.

WEAKNESS

ROAD BLOCK

LVL 28



HP	333	EXP	108
PP	68	DP	75

DROPS: Fresh Mint (20%)

	FRONT	BACK
Off.	90	1
Def.	39	32
IQ	23	23
Spd.	40	1

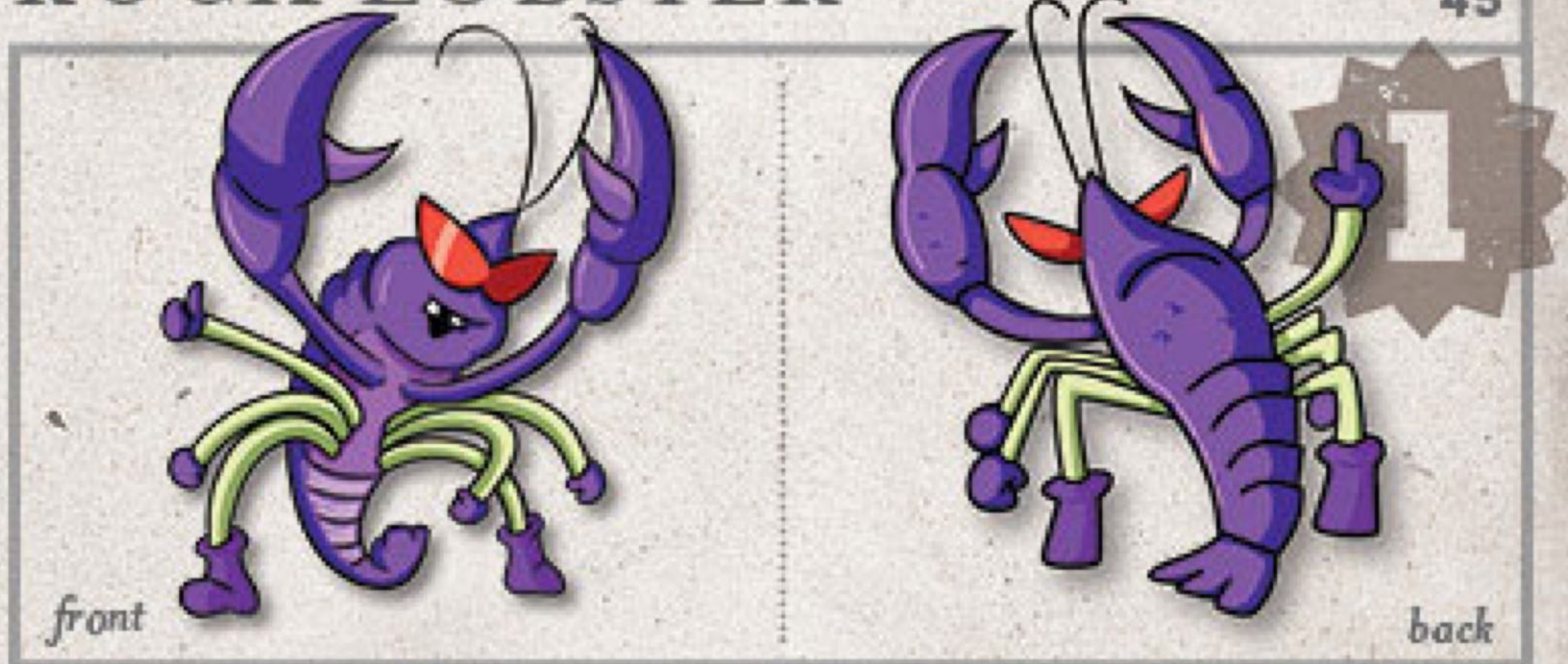
Chp 5,7

These traffic enforcers will try Hypnosis α on you, and if that doesn't work they'll call in reinforcements!

WEAKNESS

ROCK LOBSTER

LVL 45



HP	589	EXP	865
PP	48	DP	148

DROPS: Giant Abalone Steak (10%)

	FRONT	BACK
Off.	172	1
Def.	100	85
IQ	28	28
Spd.	40	1

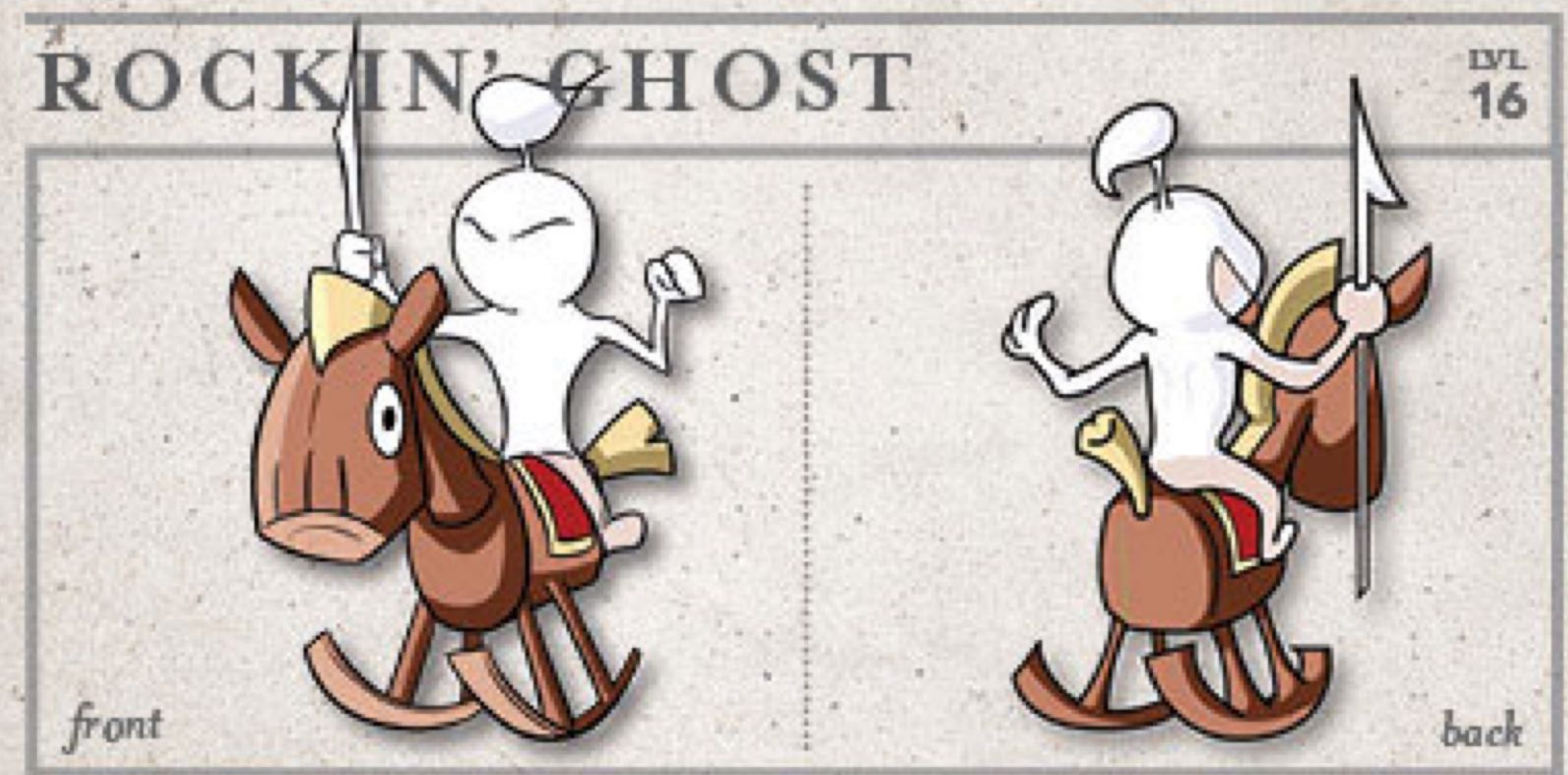
Chp 7

You may find yourself in a pinch with these guys. Their defenses are rock-solid, so hit them hard with PK Thunder or Freeze. With any luck you'll fry 'em or freeze 'em solid!

WEAKNESS

ROCKIN' GHOST

LVL 16



HP	152	EXP	68
PP	0	DP	0

DROPS: Beef Jerky (15%)

	FRONT	BACK
Off.	54	1
Def.	24	15
IQ	20	20
Spd.	23	1

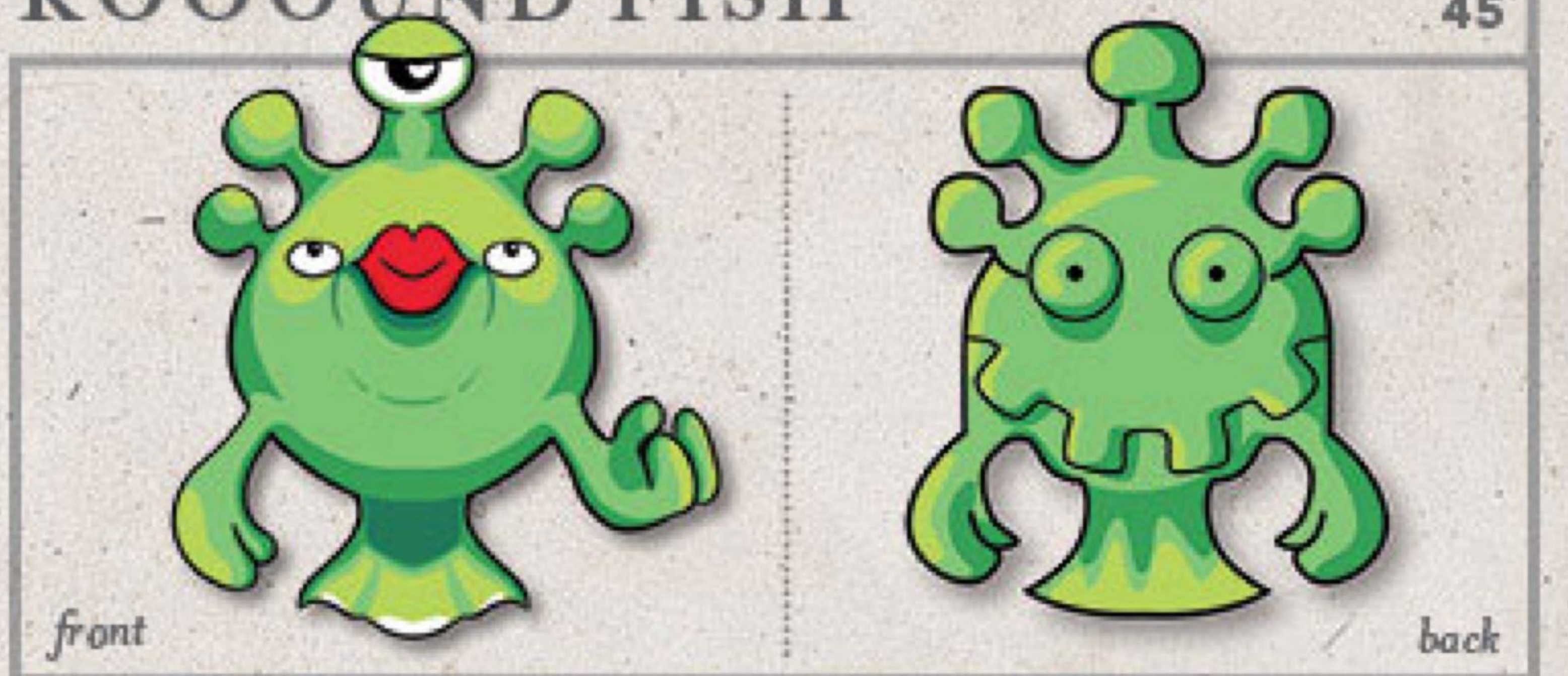
Chp 2

You can rock these chumps in a one-on-one battle, but if you're fighting two together, there's a chance they'll get into a jousting match with each other.

WEAKNESS

ROOOUND FISH

LVL 45



HP	531	EXP	720
PP	124	DP	93

DROPS: Magic Gelatin (5%)

	FRONT	BACK
Off.	123	1
Def.	64	54
IQ	35	35
Spd.	46	1

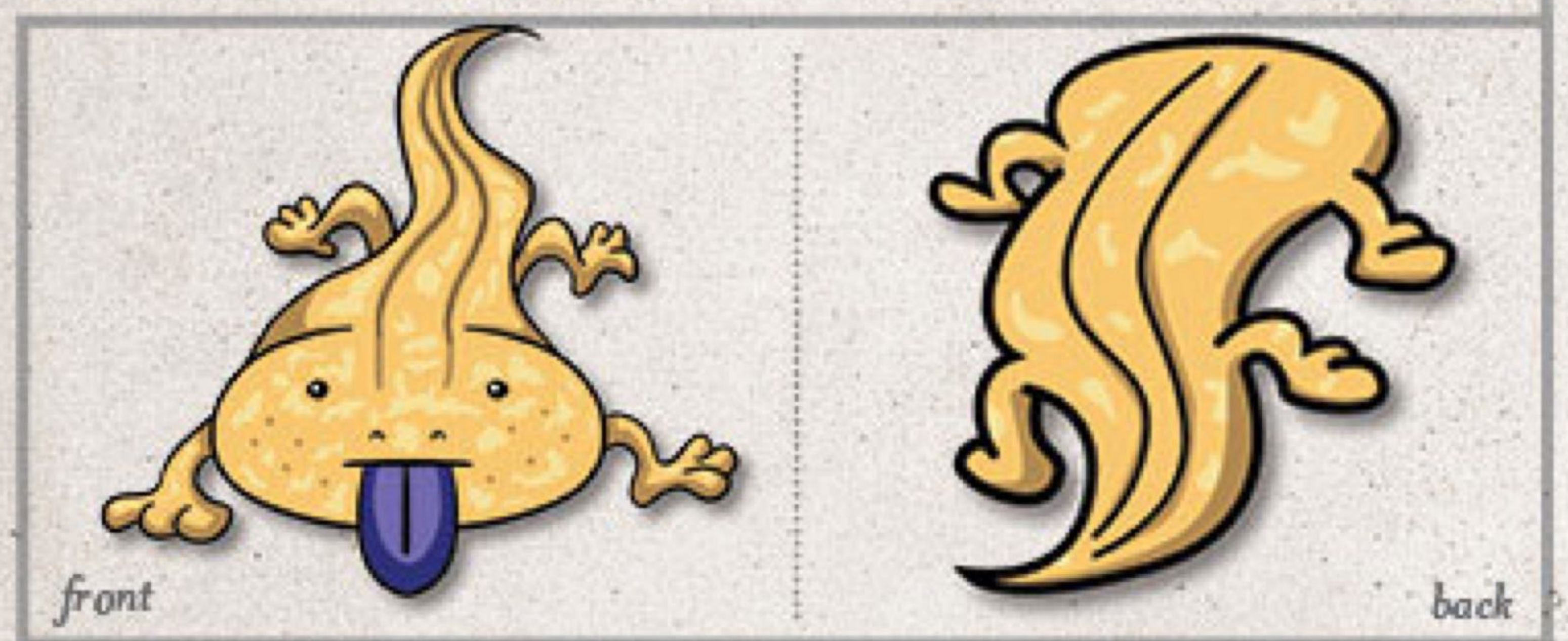
Chp 7

You'll find more sphere than fear around these fish. Duster's Hypno-Pendulum can easily make all of their eyes shut tightly. Make 'em sleep with the fishes before they can ice you with PK Freeze β!

WEAKNESS

SAND LIZARD

LVL 6



HP	76	EXP	10
PP	0	DP	0

DROPS: Nut Bread (50%)

	FRONT	BACK
Off.	19	1
Def.	6	1
IQ	8	3
Spd.	7	1

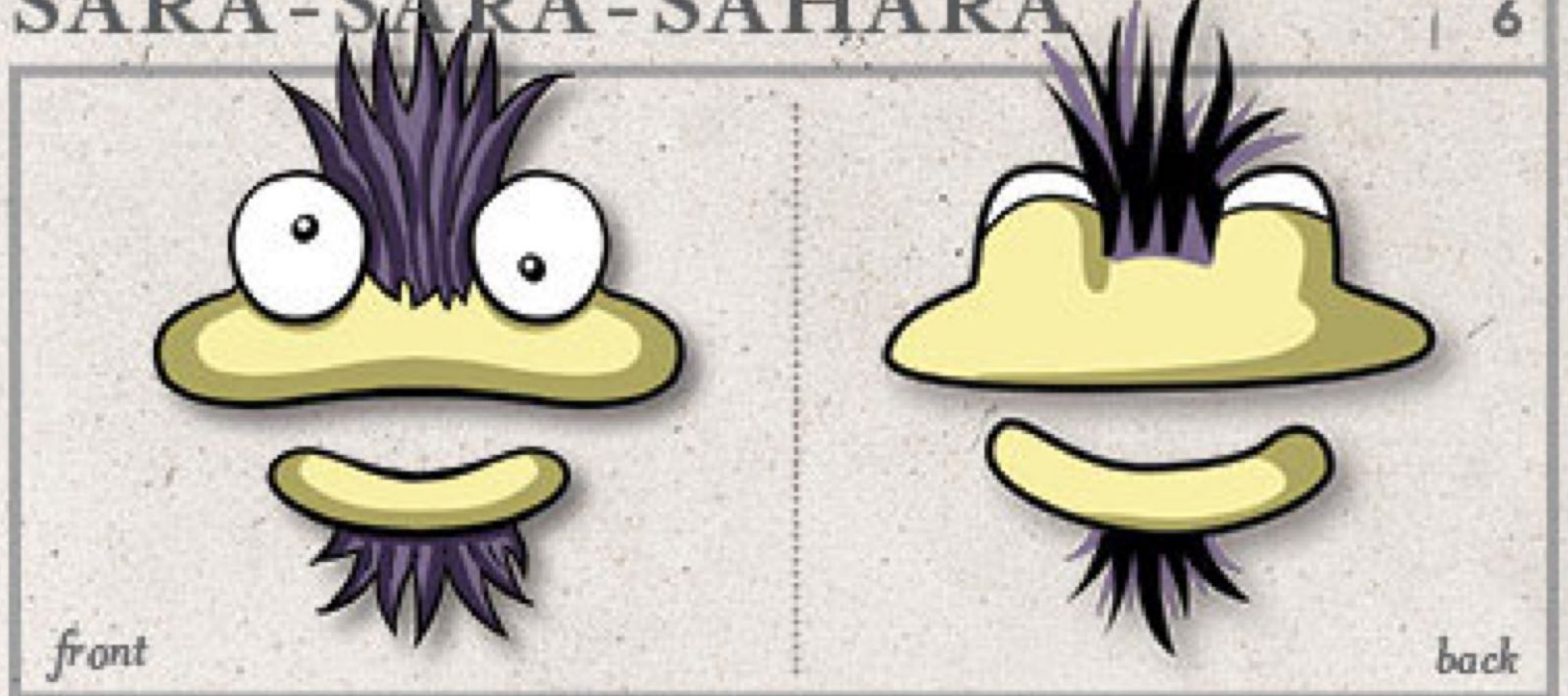
Chp 3

Prevent its attacks by using your Make Laugh technique with 100% accuracy! It will eat any Dung Beetles that may enter the same battle with it, so focus on fighting the Sand Lizard if you encounter multiple foes.

WEAKNESS

SARA-SARA-SAHARA

LVL 6



HP	88	EXP	15
PP	0	DP	0

DROPS: Ancient Banana (15%)

	FRONT	BACK
Off.	26	1
Def.	4	1
IQ	11	2
Spd.	8	1

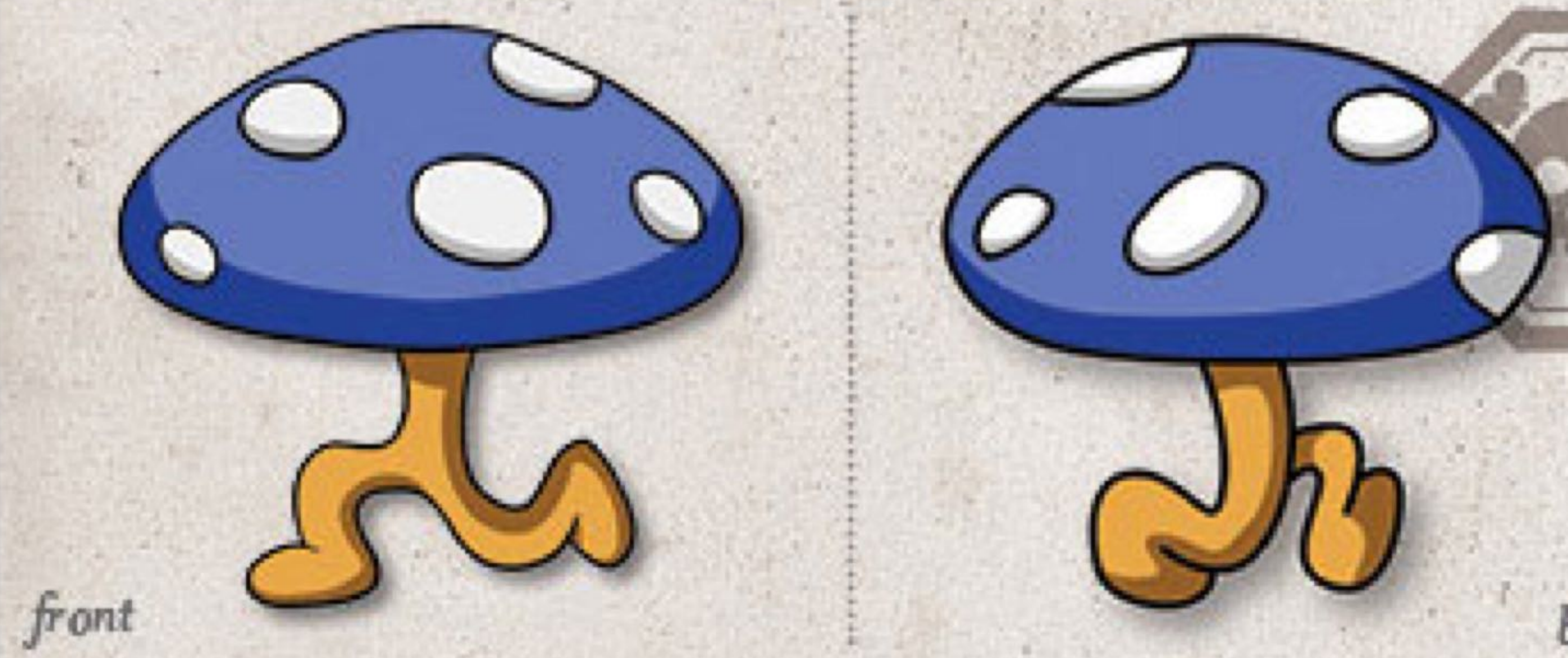
Chp 3

Be careful of its status-affecting attacks. It will make you feel strange, which can cause you to attack yourself. Your best bet is to defend and let Fassad take care of the battle.

WEAKNESS

SCAMPERIN' MUSHROOM

LVL 40



HP	386	EXP	543
PP	0	DP	143

DROPS: Hot Spring Egg (10%)

	FRONT	BACK
Off.	102	1
Def.	55	46
IQ	47	47
Spd.	88	1

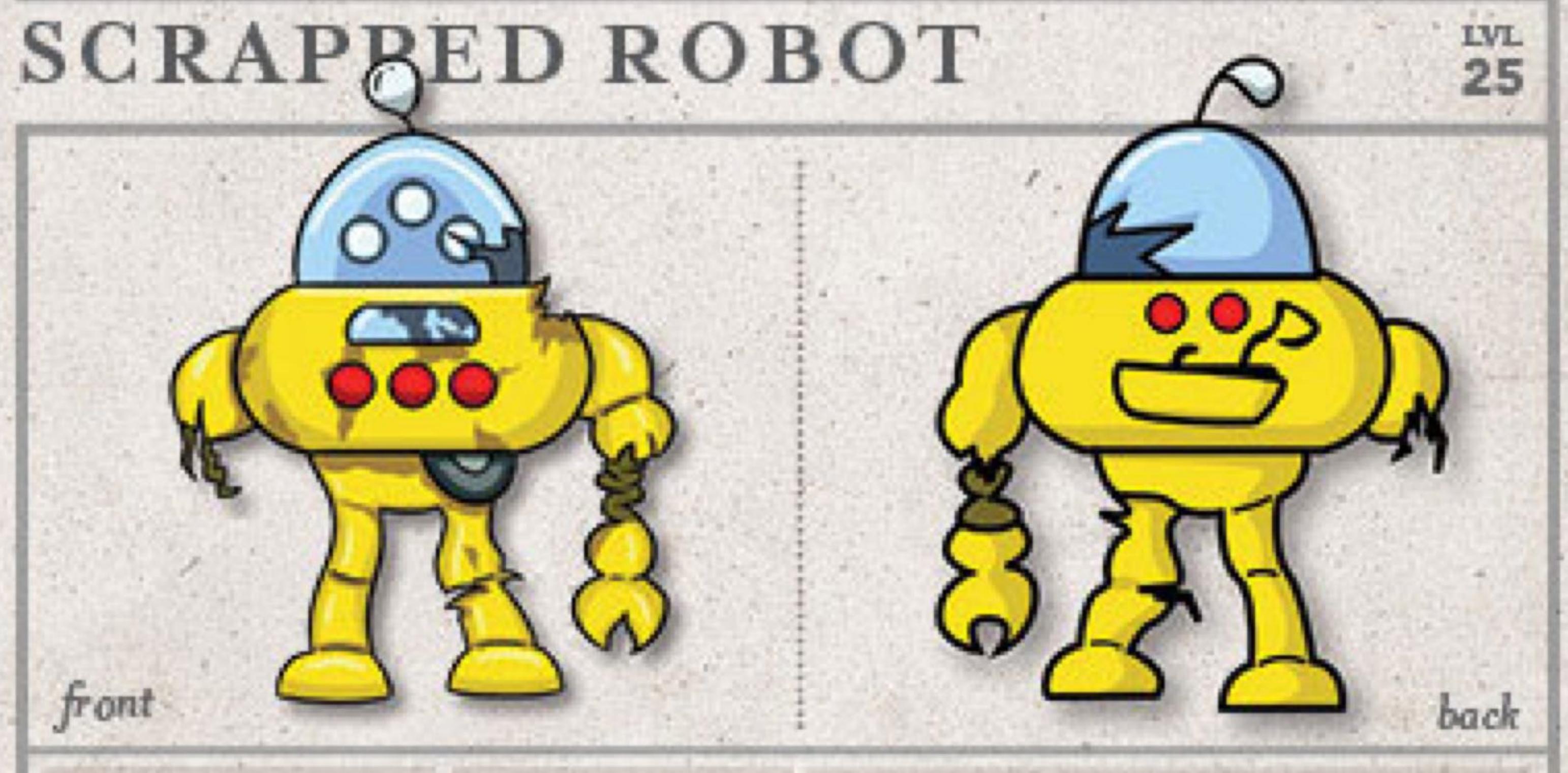
Chp 7

Compared to the other enemies in the volcano, these guys are nothing. Just watch out for their spores.

WEAKNESS

SCRAPPED ROBOT

LVL 25



HP	332	EXP	82
PP	0	DP	32

DROPS: Anti-Paralysis (15%)

	FRONT	BACK
Off.	79	1
Def.	20	12
IQ	13	13
Spd.	32	1

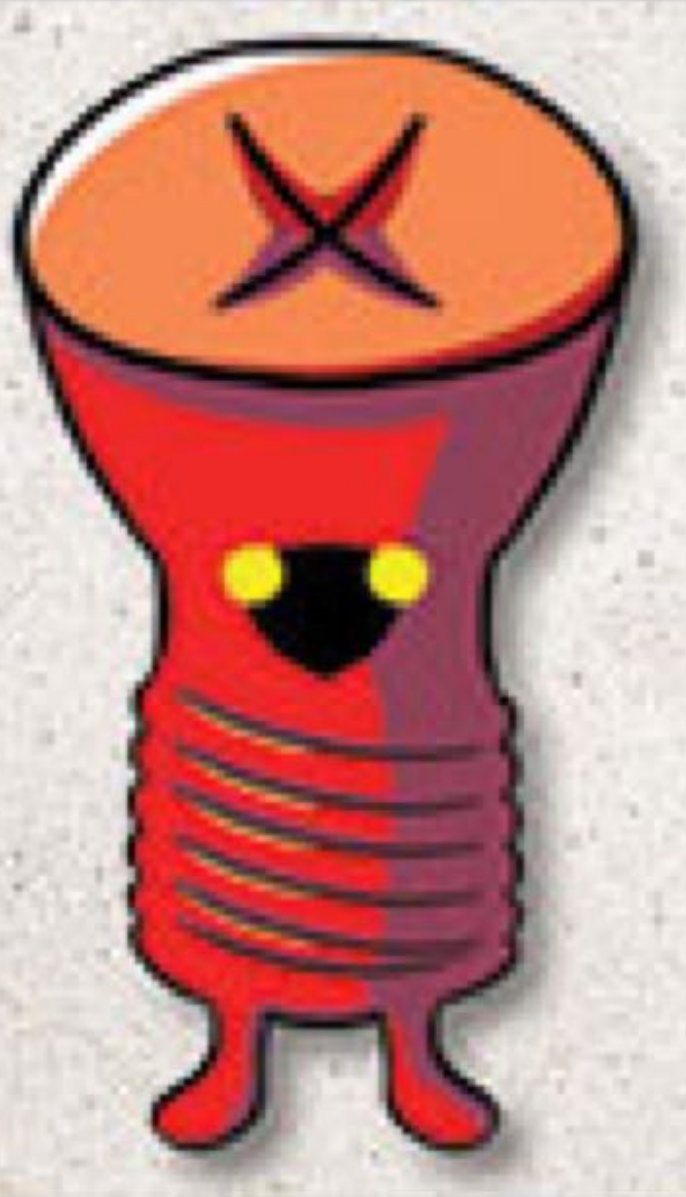
Chp 5,7

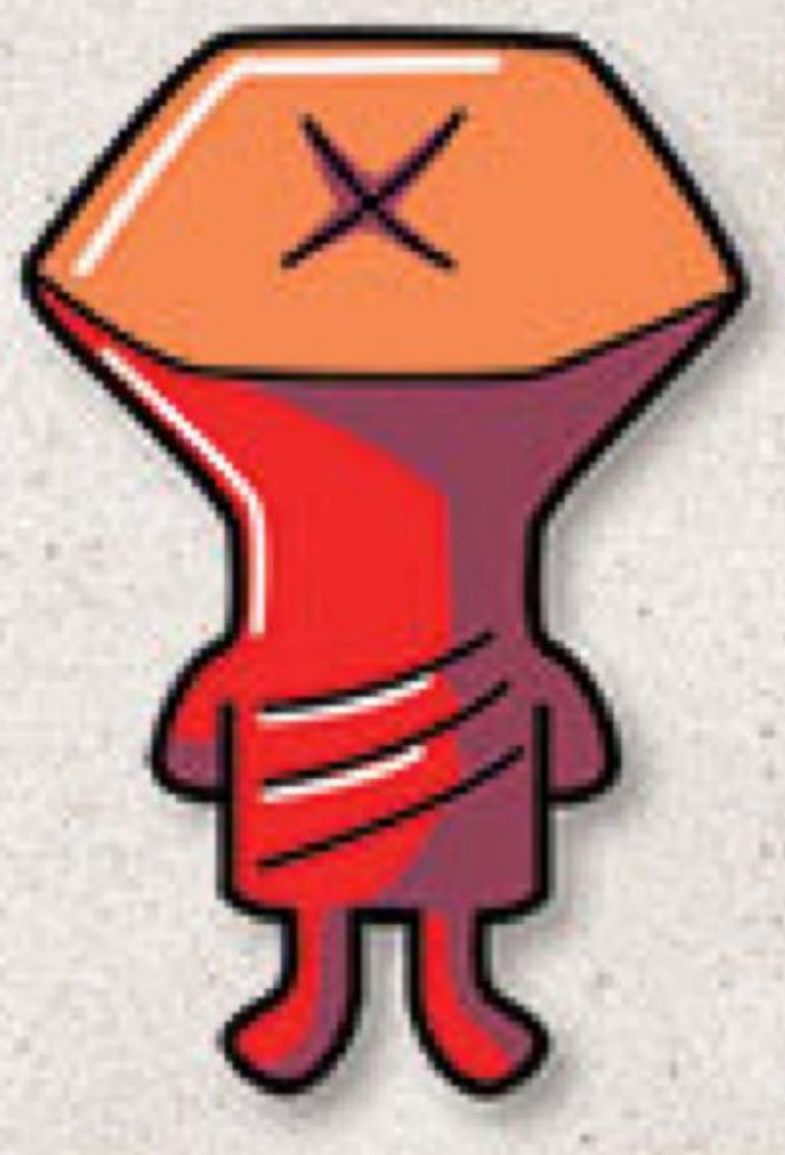
You've gotta feel bad for this robot: it can barely attack and can hardly keep its own parts together. Regular attacks are more than enough to scrap it.

WEAKNESS

SCREWLOOSE

LVL 28


front


back

HP	350	EXP	180
PP	68	DP	40

DROPS: Fizzy Soda (10%)

	FRONT	BACK
Off.	85	1
Def.	35	30
IQ	20	20
Spd.	33	1

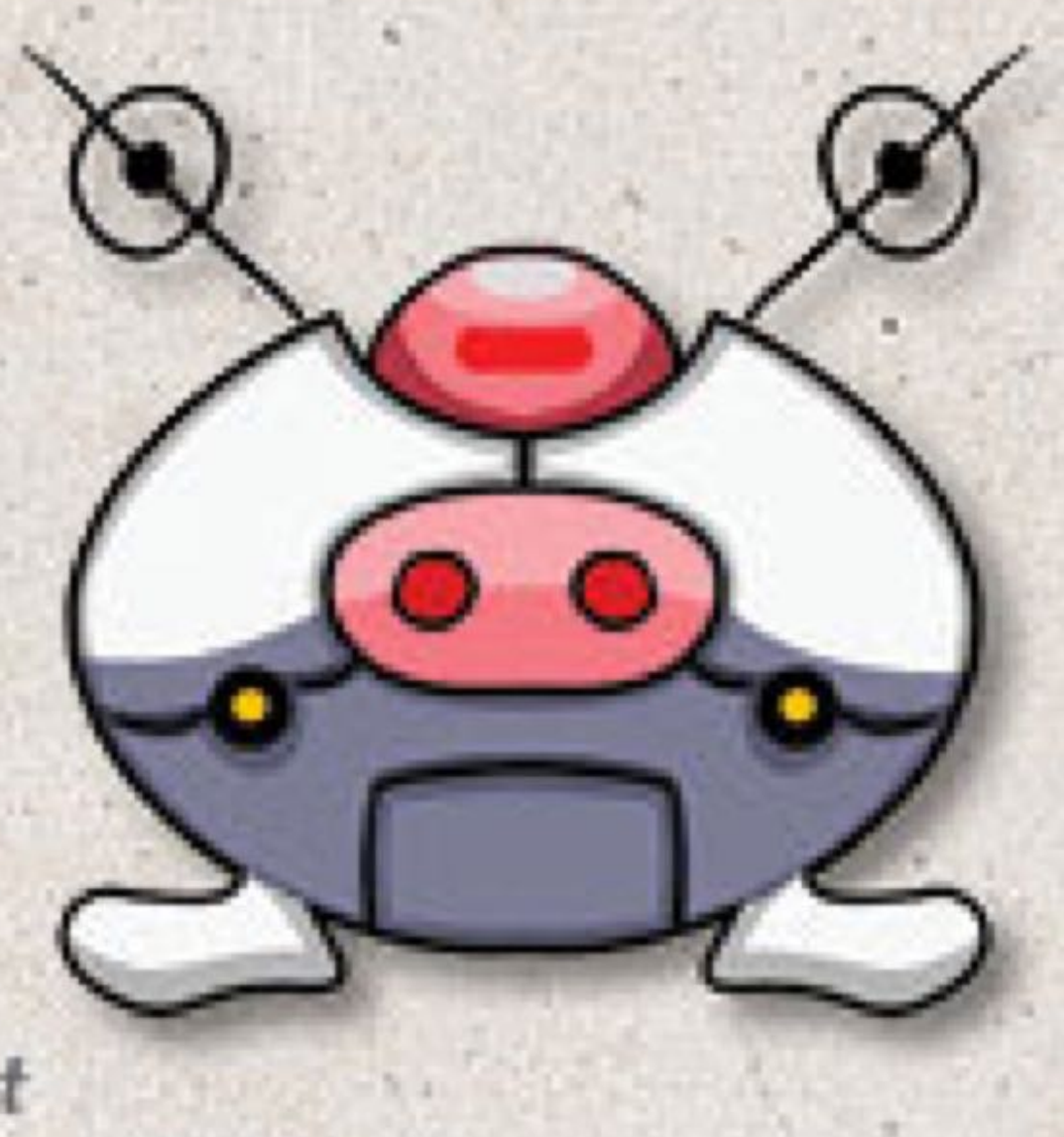
Chp 5

These guys like to call for help, but most of the time their pleas fall on deaf ears. If you dash past them, they usually won't be able to catch you.

WEAKNESS

SECURITY ROBOT

LVL 40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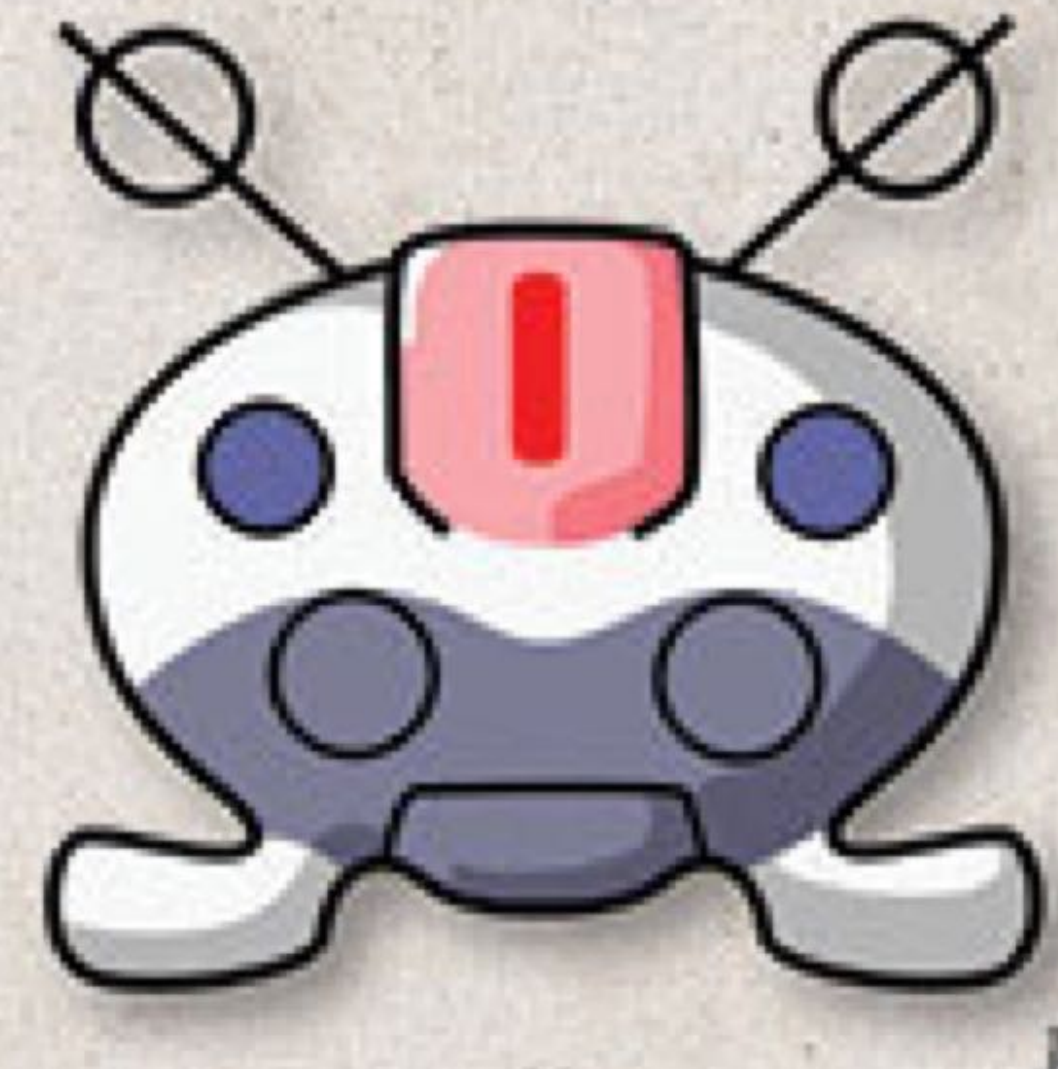

back

HP	300	EXP	480
PP	0	DP	100

DROPS: Pencil Rocket (5%)

	FRONT	BACK
Off.	90	1
Def.	67	58
IQ	28	28
Spd.	45	1

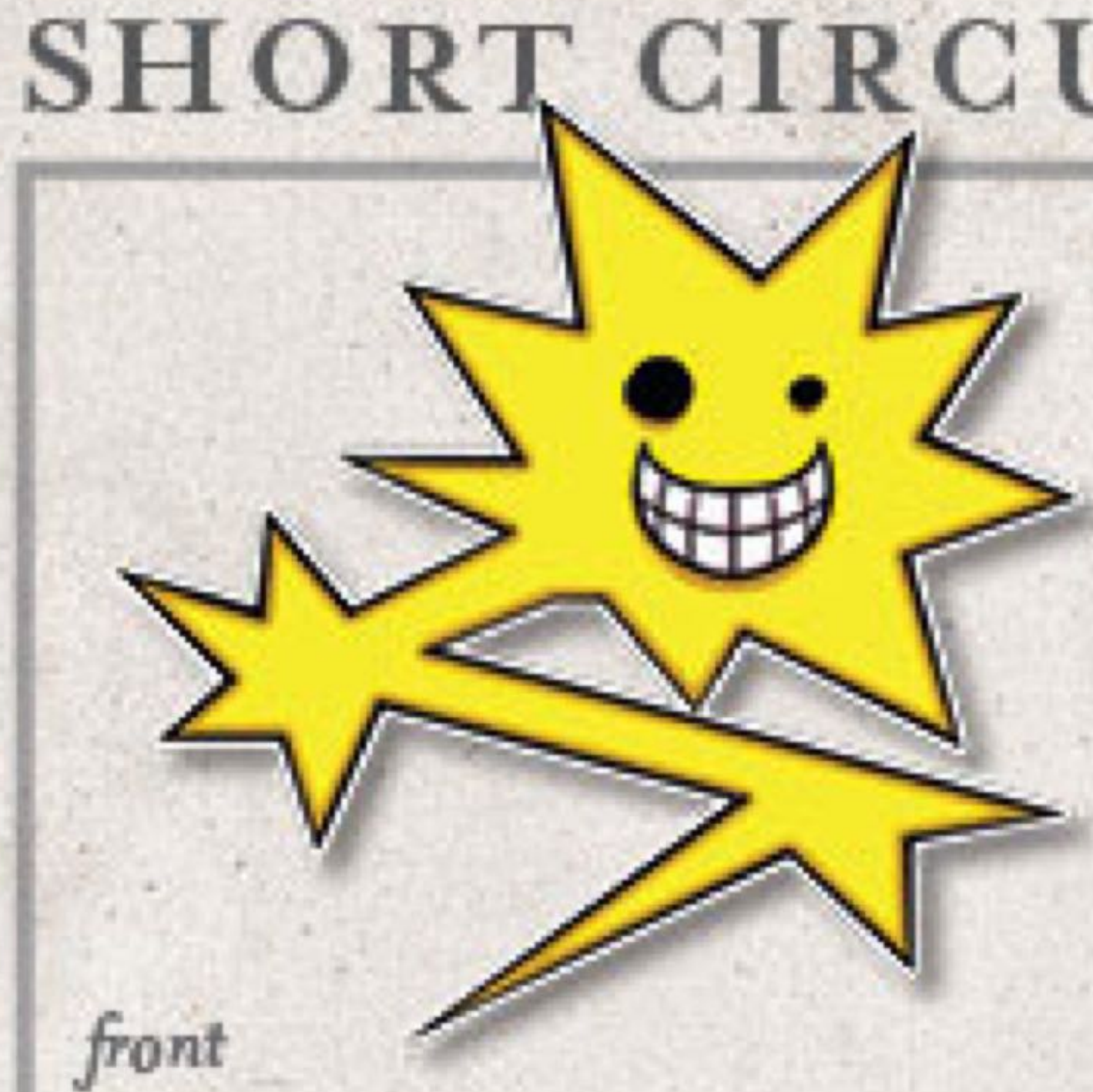
Chp 7

Security Robos provide efficient automated security services, but as usual electricity is all it takes to send them crashing to the ground.

WEAKNESS

SHORT CIRCUIT ZAP!

LVL 30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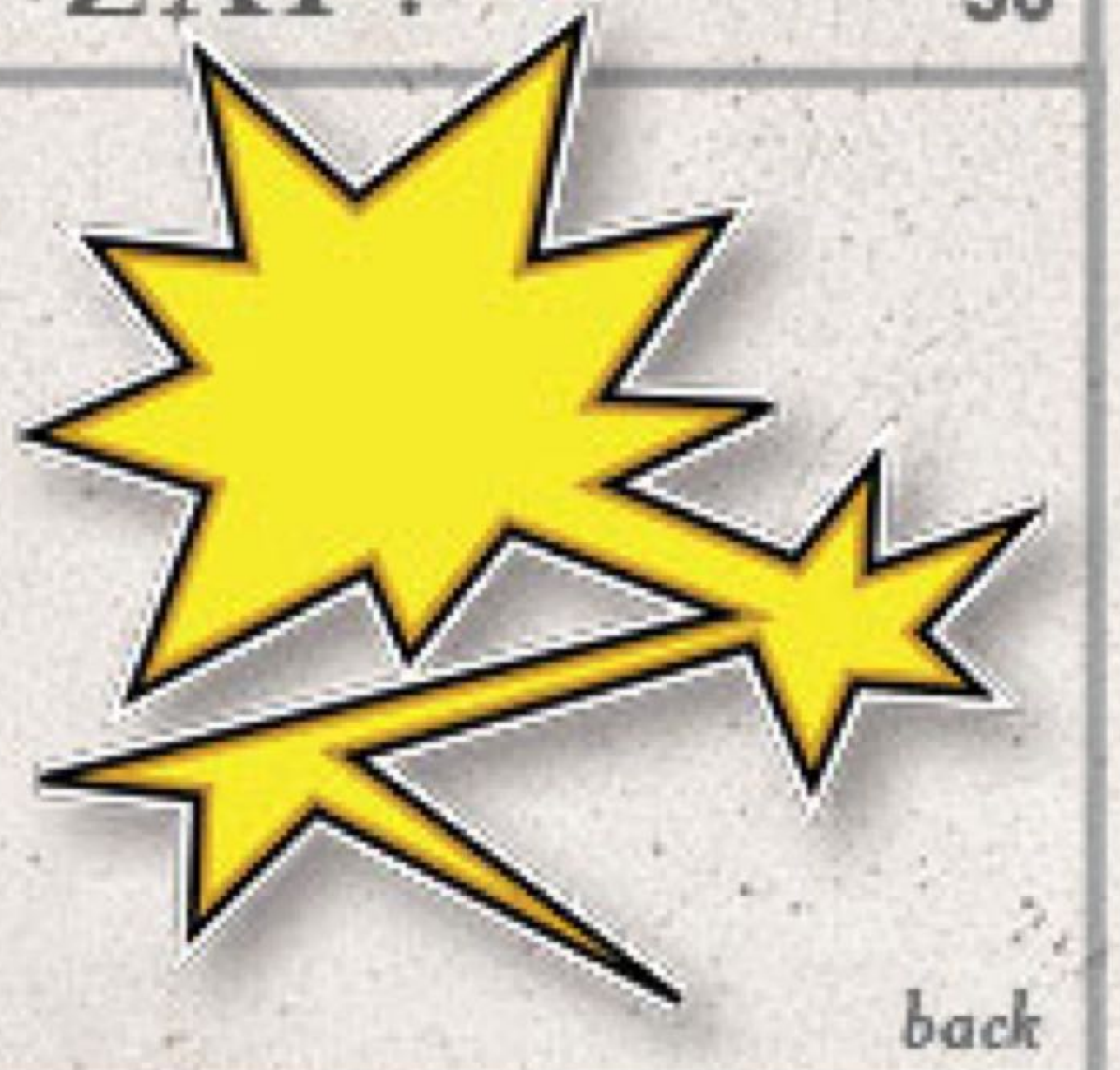

back

HP	300	EXP	265
PP	380	DP	84

DROPS: Magic Tart (5%)

	FRONT	BACK
Off.	88	1
Def.	36	31
IQ	24	24
Spd.	36	1

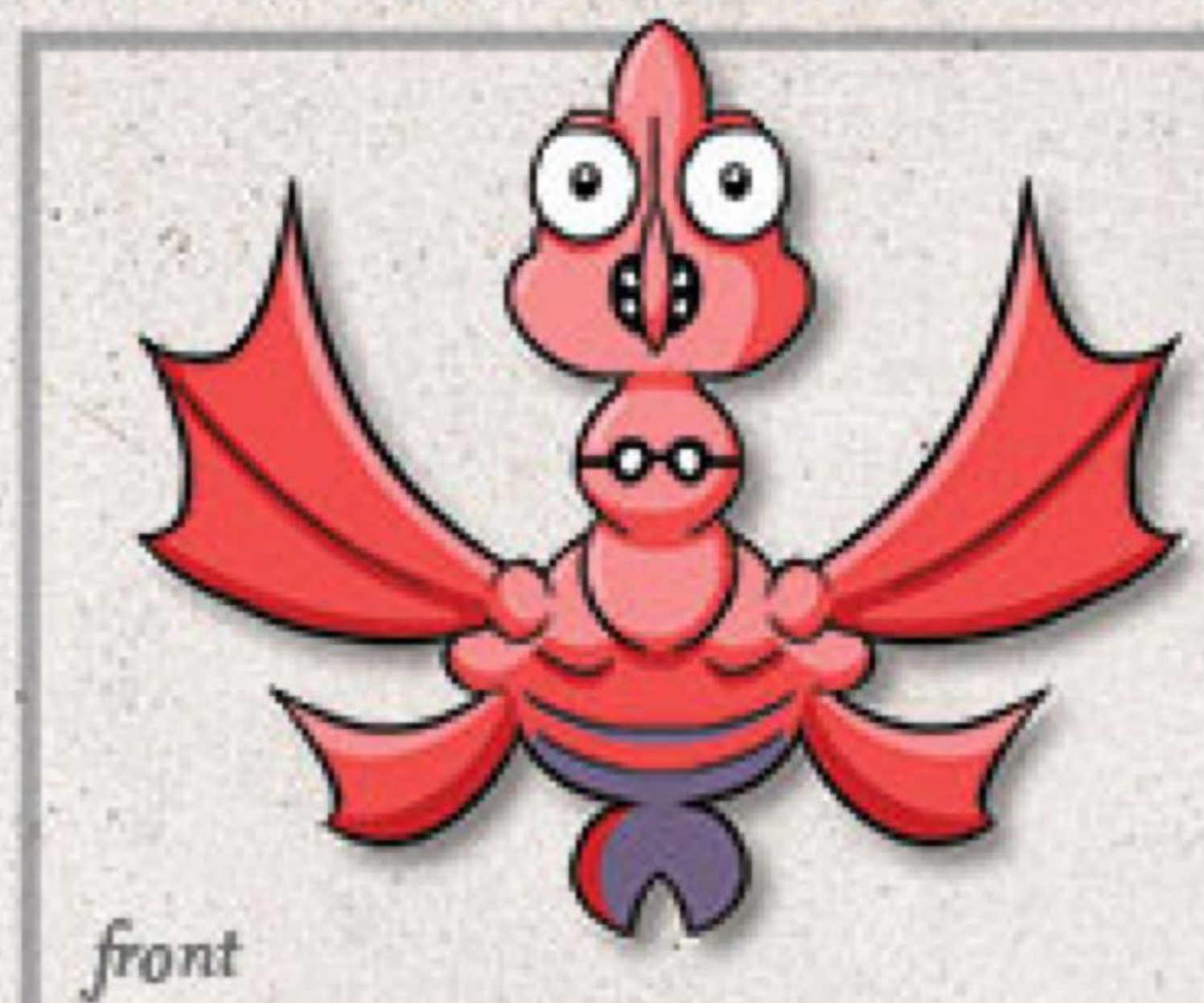
Chp 5

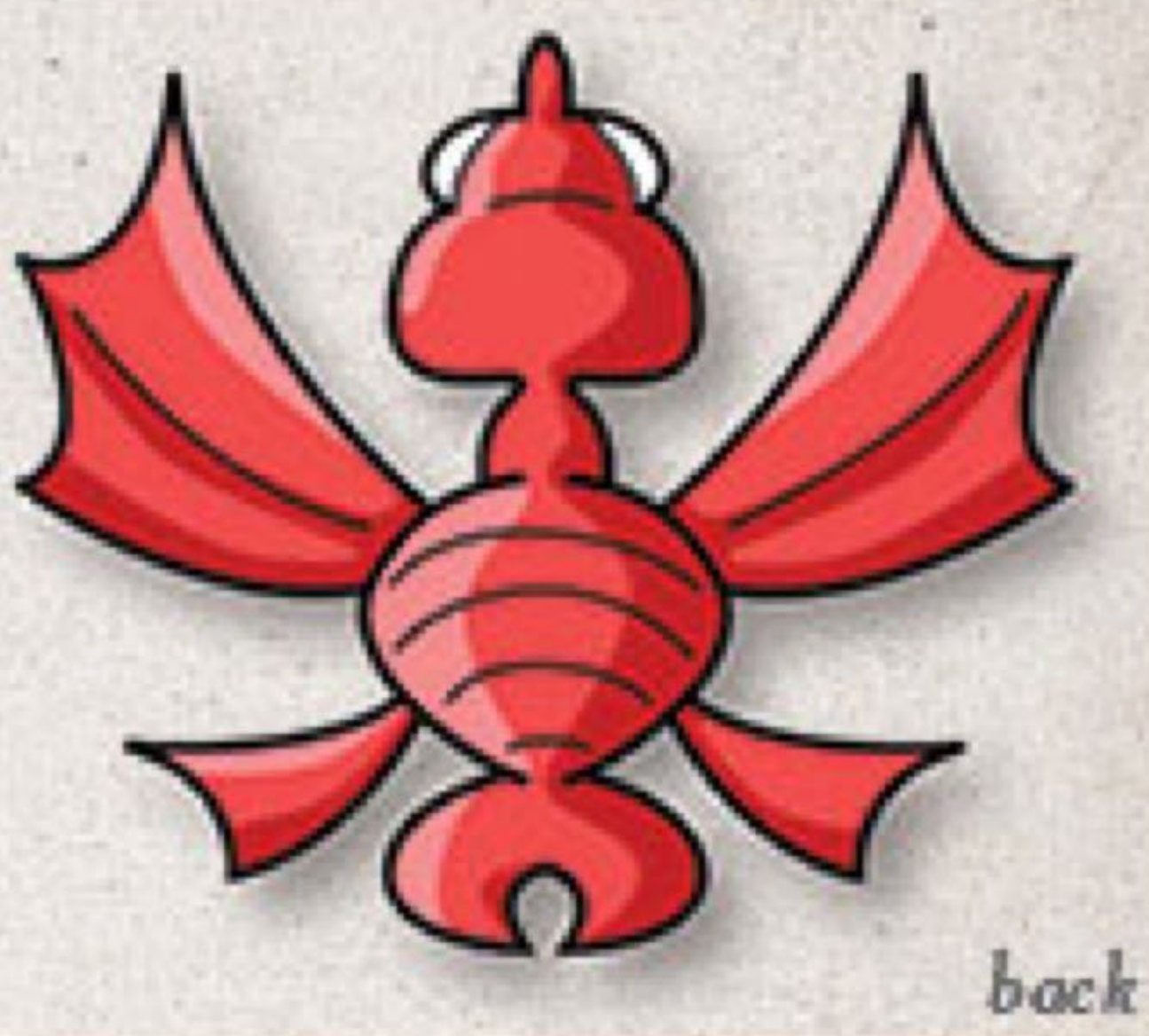
Don't let his smile fool you! He can use PK Thunder β, which can hit you twice. Or he can use PK Flash, which can give everyone with a status ailment—or worse!

WEAKNESS

SKY TITANY

LVL 38


front


back

HP	486	EXP	946
PP	200	DP	245

DROPS: Salt Water Gun (5%)

	FRONT	BACK
Off.	121	1
Def.	70	60
IQ	35	35
Spd.	43	1

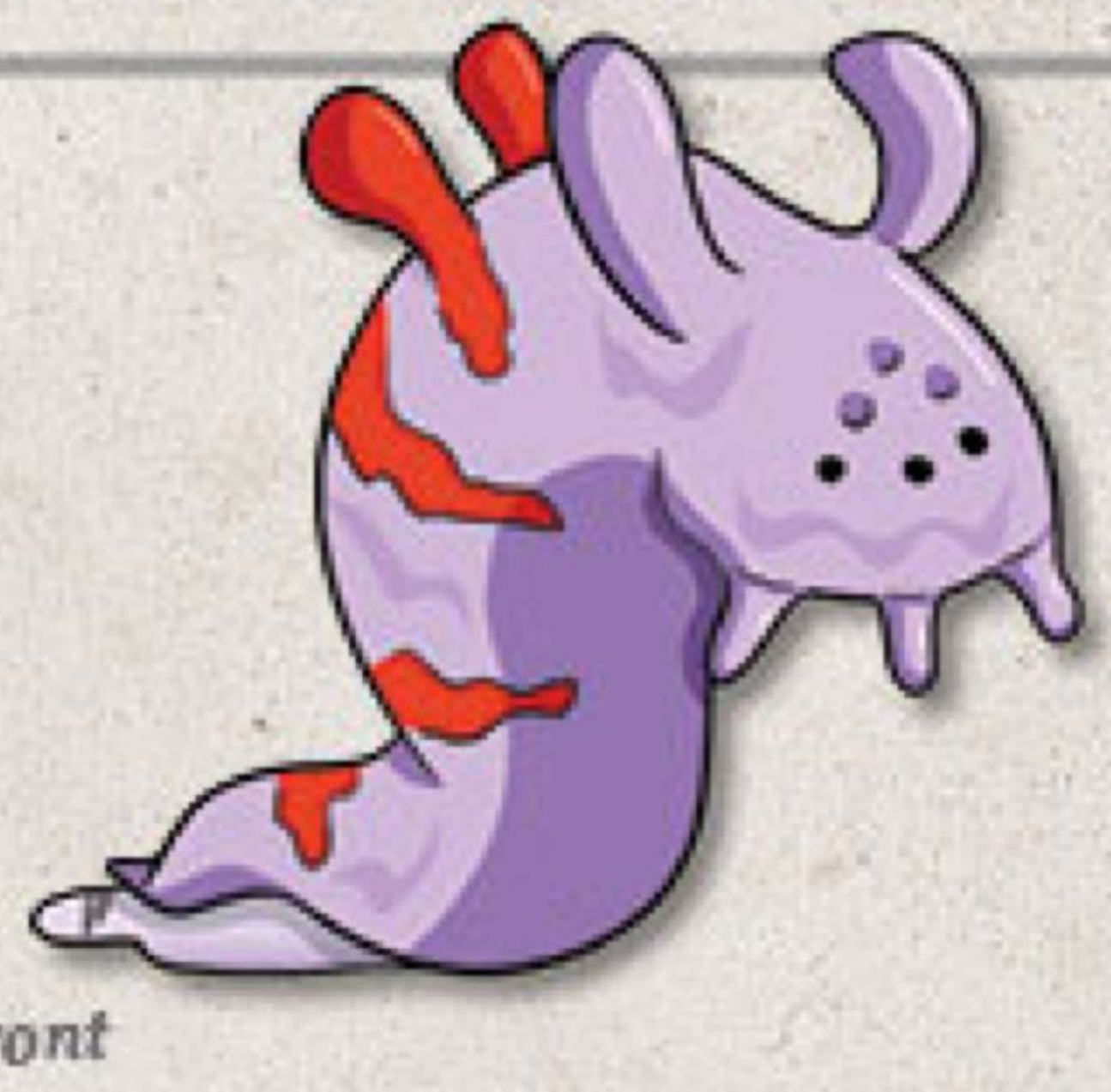
Chp 7

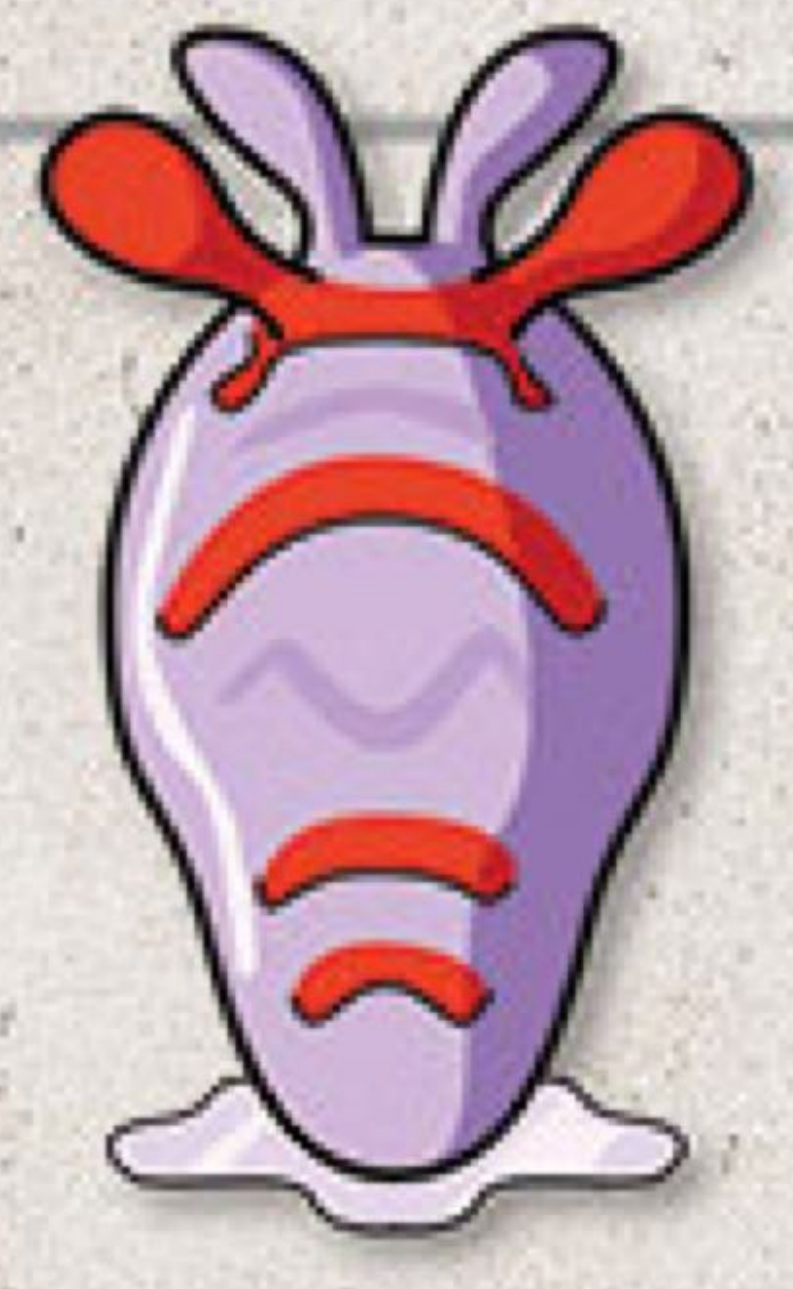
This aerial subspecies carries similar battle tactics to its land-dwelling relatives, utilizing mostly Hypnosis and physical attacks. Really, though, its battle rhythm is the only difficult thing about it.

WEAKNESS

SLIMY SLUG

LVL 18


front


back

HP	167	EXP	38
PP	0	DP	15

DROPS: Sprinting Bomb (5%)

	FRONT	BACK
Off.	64	1
Def.	8	2
IQ	26	26
Spd.	12	1

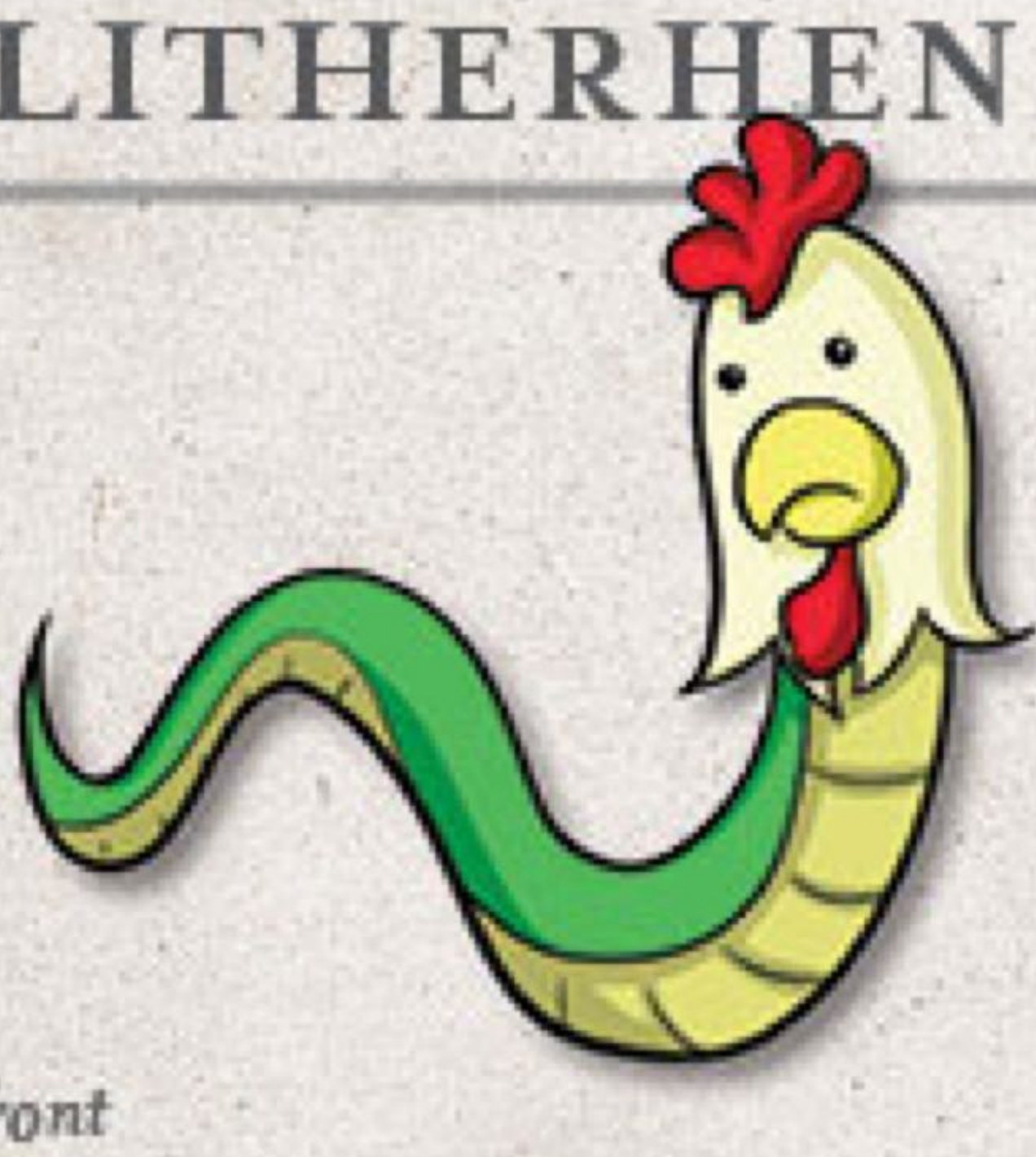
Chp 4,5

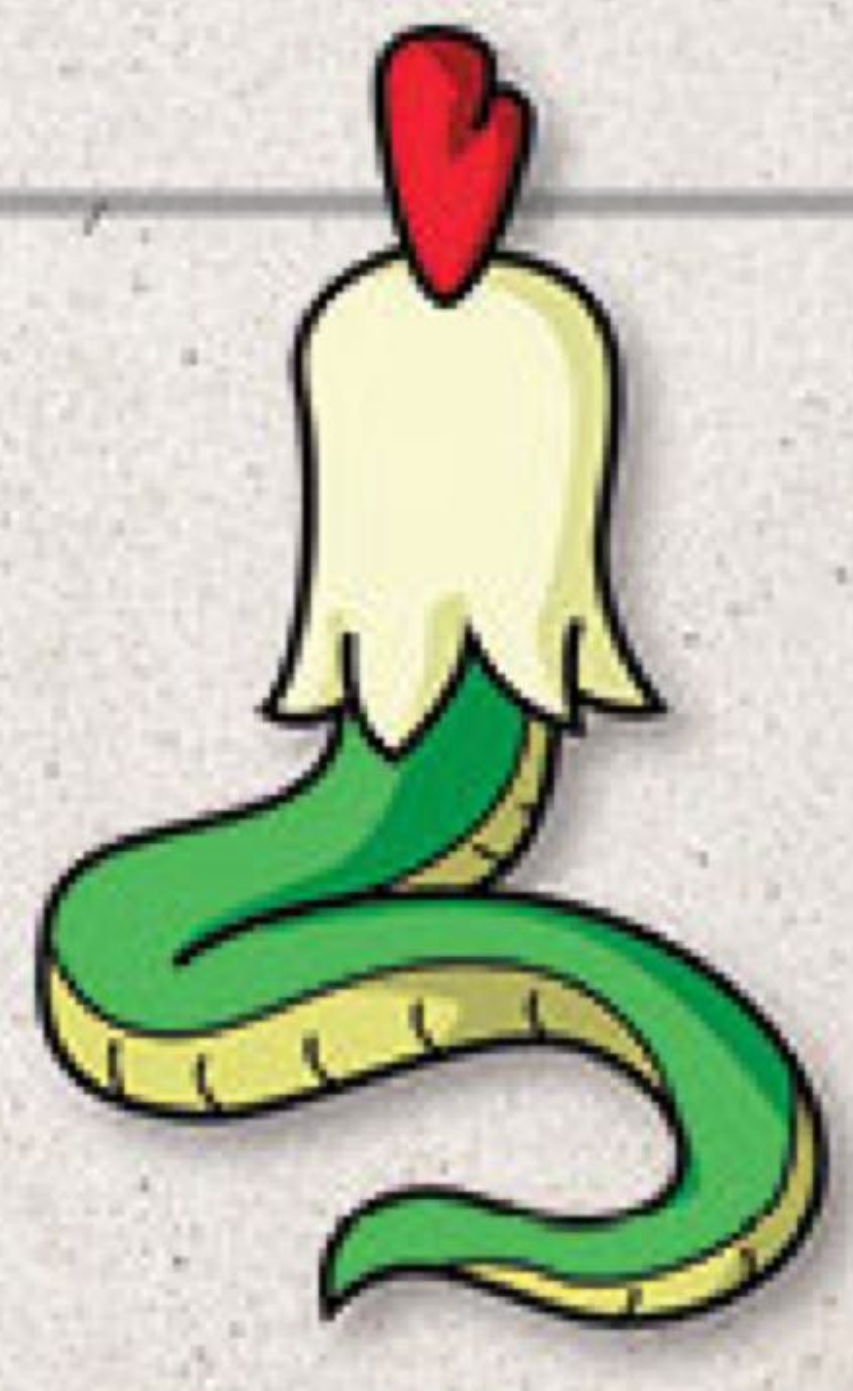
These slimy mollusks aren't so tough without their shells. In fact, it's almost as if they have no defense at all. Mow 'em down with some combo attacks.

WEAKNESS

SLITHERHEN

LVL 15


front


back

HP	127	EXP	32
PP	0	DP	17

DROPS: Fresh Egg (5%)

	FRONT	BACK
Off.	47	1
Def.	12	2
IQ	11	11
Spd.	16	1

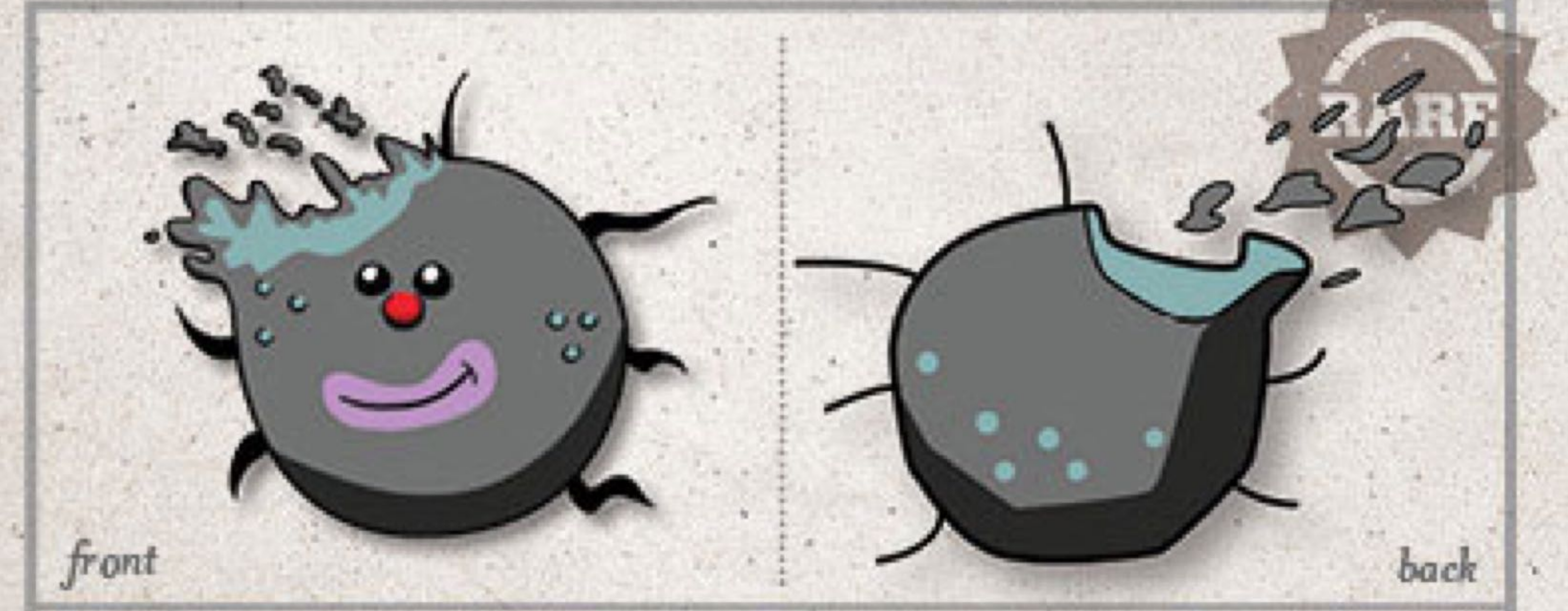
Chp 4,5,7

Though this poultry-reptile combination is lacking a pair of poisonous chompers, it can gang up with other foes and become a nuisance. Watch out for its erratic movement patterns!

WEAKNESS

SOOT DUMPLING

LVL 15



				DROPS
HP	36	EXP	1000	A bunch of EXP!
PP	0	DP	0	

	FRONT	BACK
Off.	1	1
Def.	99	99
IQ	14	3
Spd.	1	1

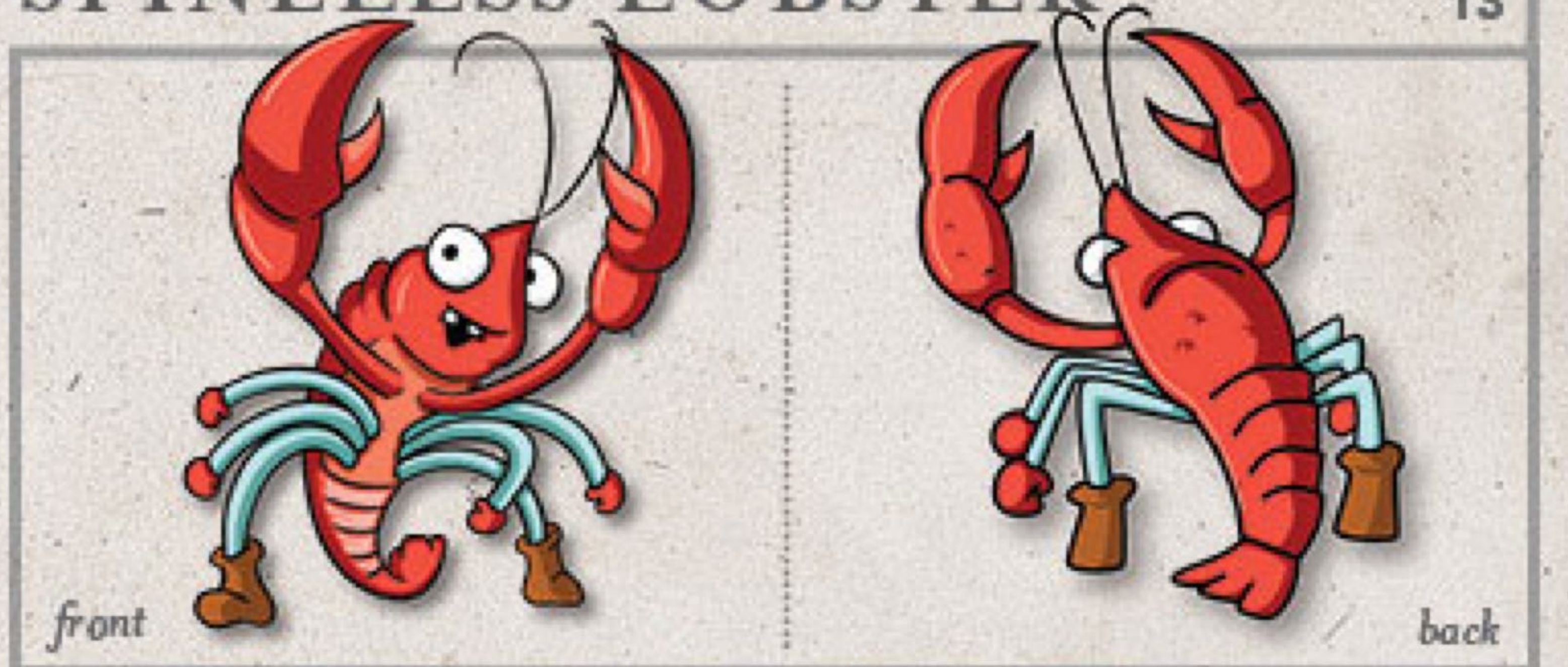
Chp 1

A few rounds of battle for this foe to blow away, so your best is to string together some perfect combos. As if time wasn't an issue, they can also make you cry uncontrollably, making it hard to hit them! They yield high EXP!

WEAKNESS

SPINELESS LOBSTER

LVL 13



				DROPS
HP	80	EXP	40	Beef Jerky (20%)
PP	0	DP	0	

	FRONT	BACK
Off.	42	1
Def.	24	18
IQ	14	14
Spd.	8	1

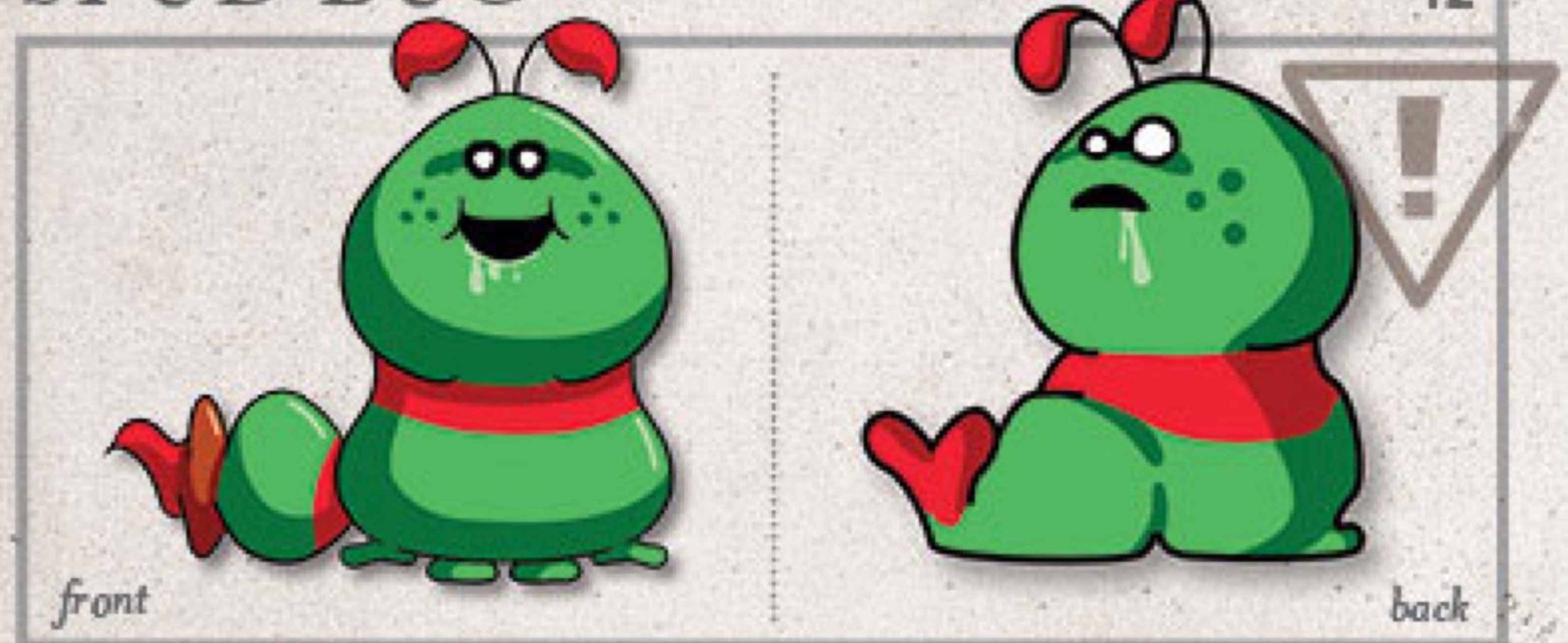
Chp 2

This crab may have a tough exterior, but he has his limitations. He can raise his offense, but only once, giving you the chance to nip in and leave him shellshocked.

WEAKNESS

SPUD BUG

LVL 12



				DROPS
HP	80	EXP	24	Running Bomb (10%)
PP	10	DP	0	

	FRONT	BACK
Off.	47	1
Def.	10	8
IQ	15	15
Spd.	8	1

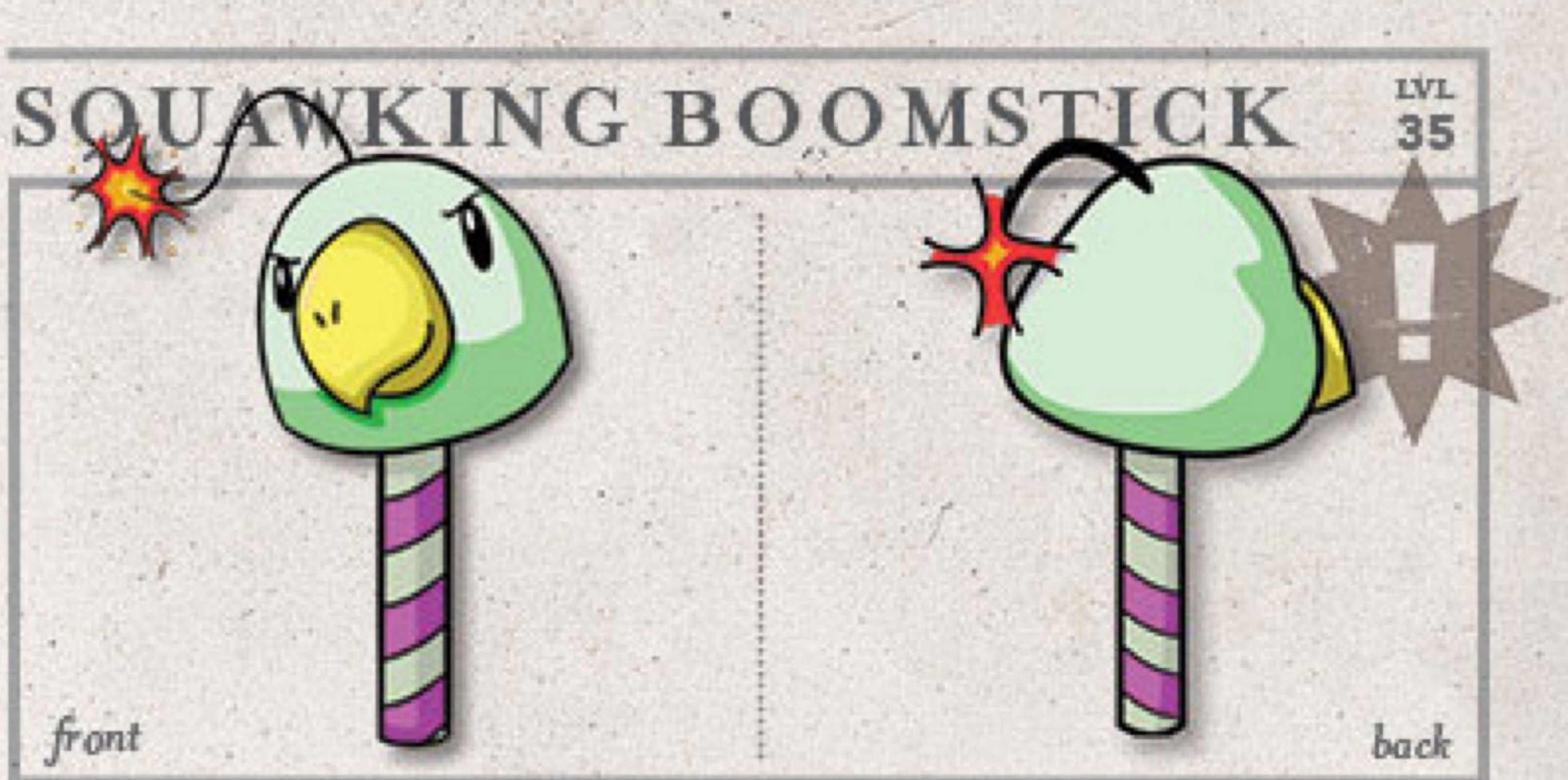
Chp 1,2,3

While they may not look very challenging, they like to stick together in groups. If you find yourself against many of these bugs, use Flint's Swing skill to take them all out simultaneously.

WEAKNESS

SQUAWKING BOOMSTICK

LVL 35



				DROPS
HP	400	EXP	240	Bomb (10%)
PP	0	DP	150	

	FRONT	BACK
Off.	80	1
Def.	37	30
IQ	1	1
Spd.	40	1

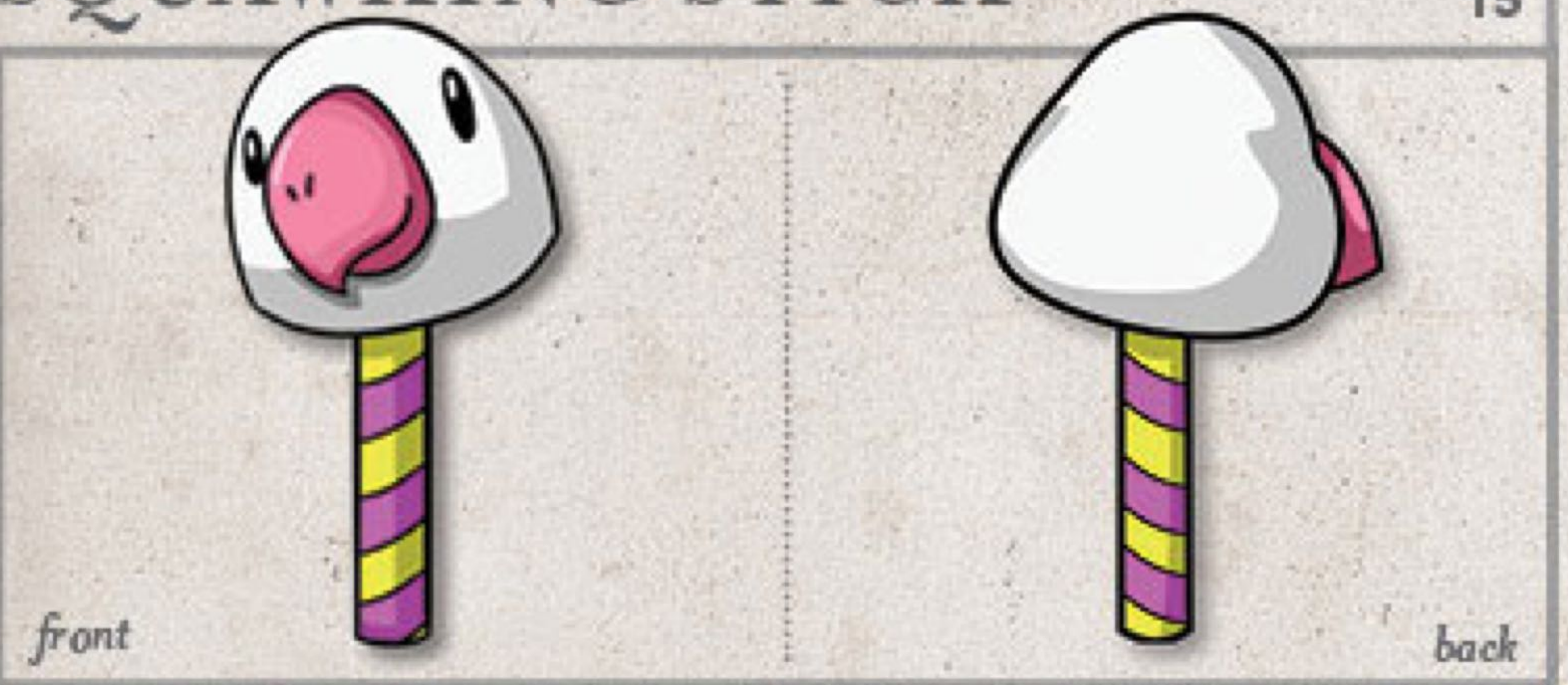
Chp 7

These upgraded birds will blow up if you give them a chance, so avoid them. If you can't avoid a battle, knock them out quickly with everything you've got!

WEAKNESS

SQUAWKING STICK

LVL 15



				DROPS
HP	160	EXP	25	Stick (15%) Good Stick (5%)
PP	30	DP	20	

	FRONT	BACK
Off.	49	1
Def.	20	7
IQ	25	25
Spd.	35	1

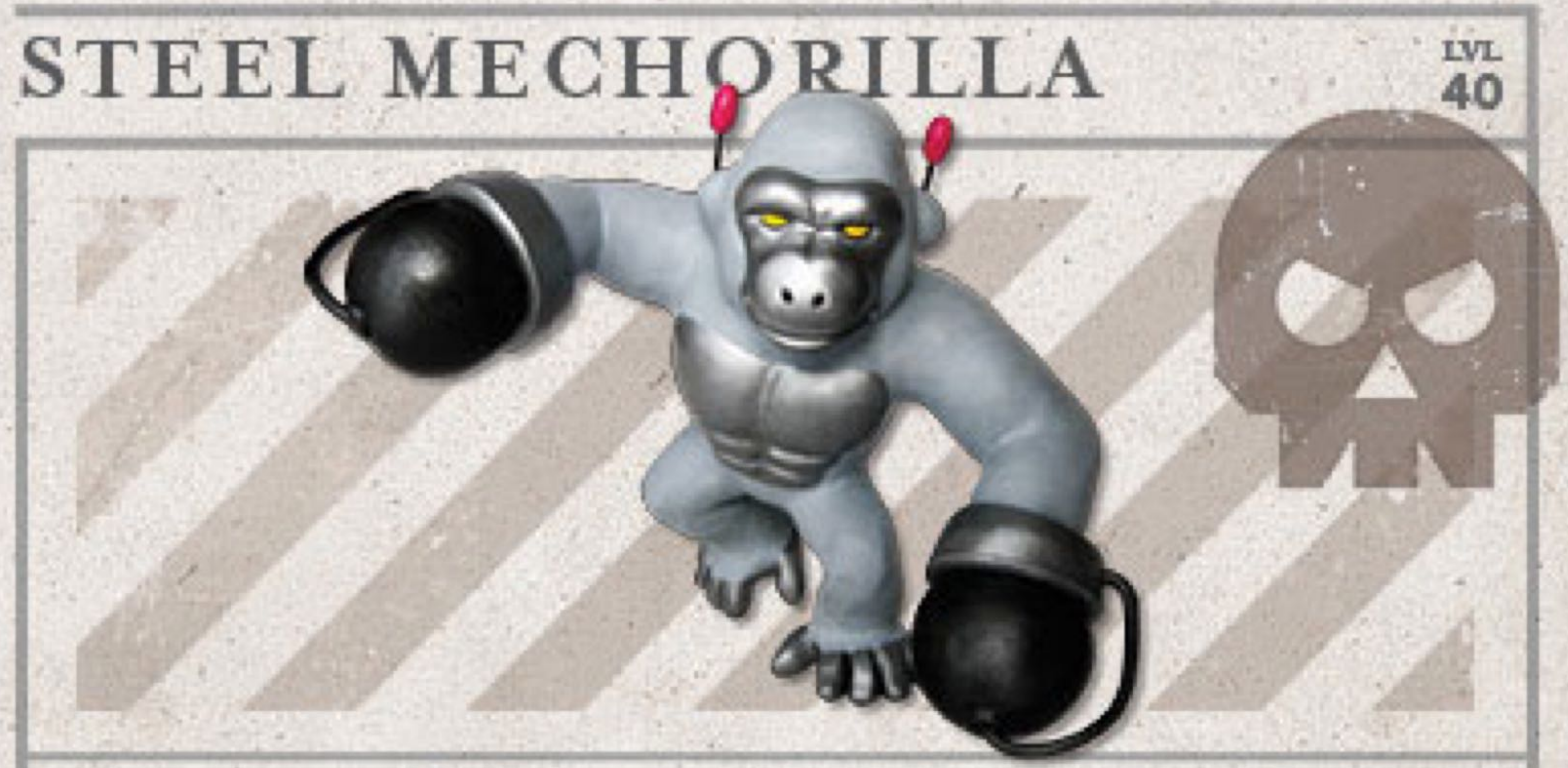
Chp 4,5

This cute little guy is no real bother, but it will call up its friends for help. Occasionally it will drop a great weapon for Lucas.

WEAKNESS

STEEL MECHORILLA

LVL 40



				DROPS
HP	2860	EXP	9432	
PP	0	DP	710	

	FRONT	BACK
Off.	164	1
Def.	68	35
IQ	32	32
Spd.	30	1

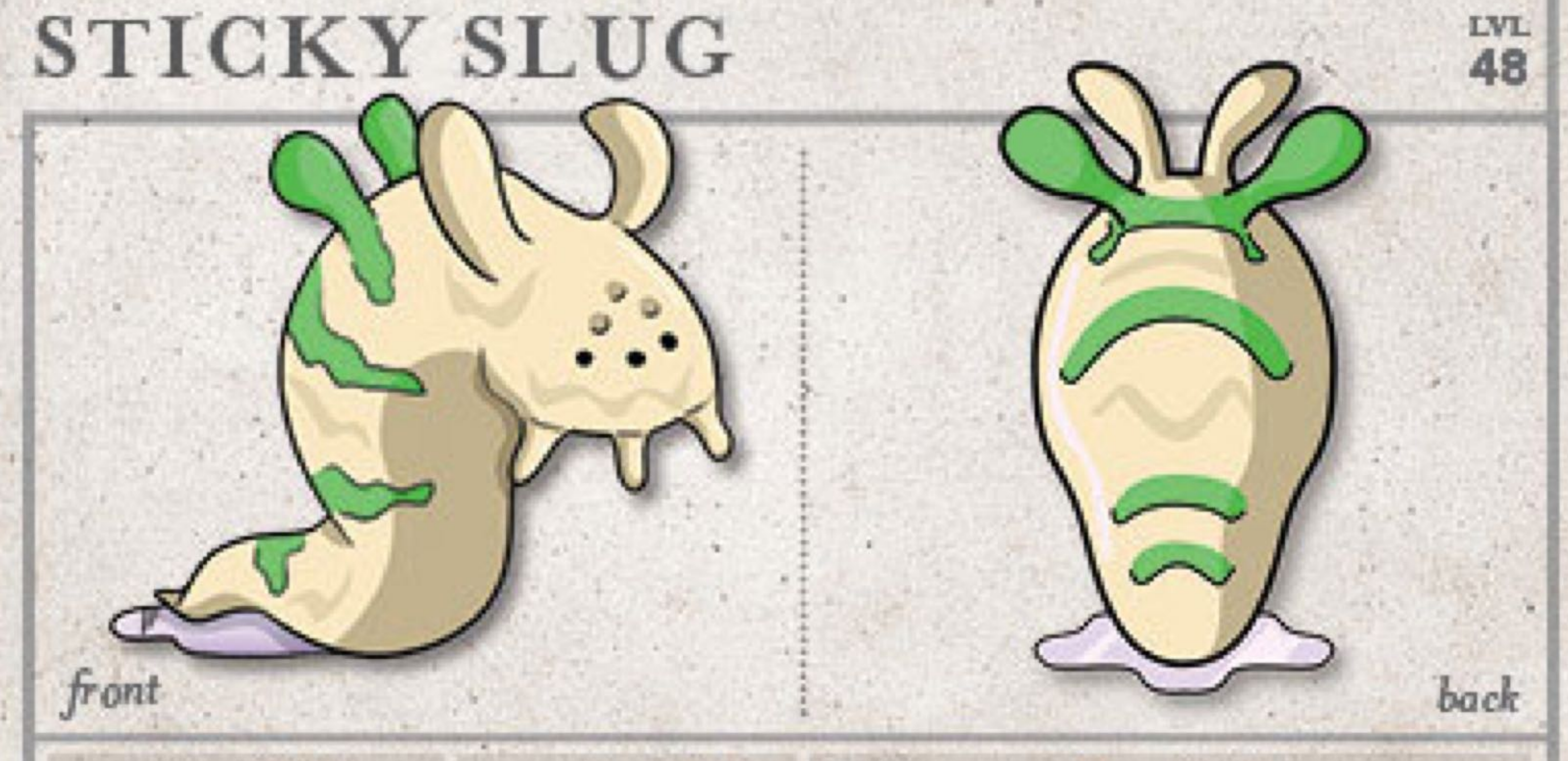
Chp 7

He'll bring down your offense sometimes, but that won't matter much since you won't be needing physical attacks anyway. Start off with a shot of Defense Up Ω. After that, PK Love β. Have Kumatora use strong PK Freeze.

WEAKNESS

STICKY SLUG

LVL 48



HP	368	EXP	936	DROPS: Saltwater Gun (5%)
PP	118	DP	74	

	FRONT	BACK
Off.	138	1
Def.	45	35
IQ	69	69
Spd.	45	1

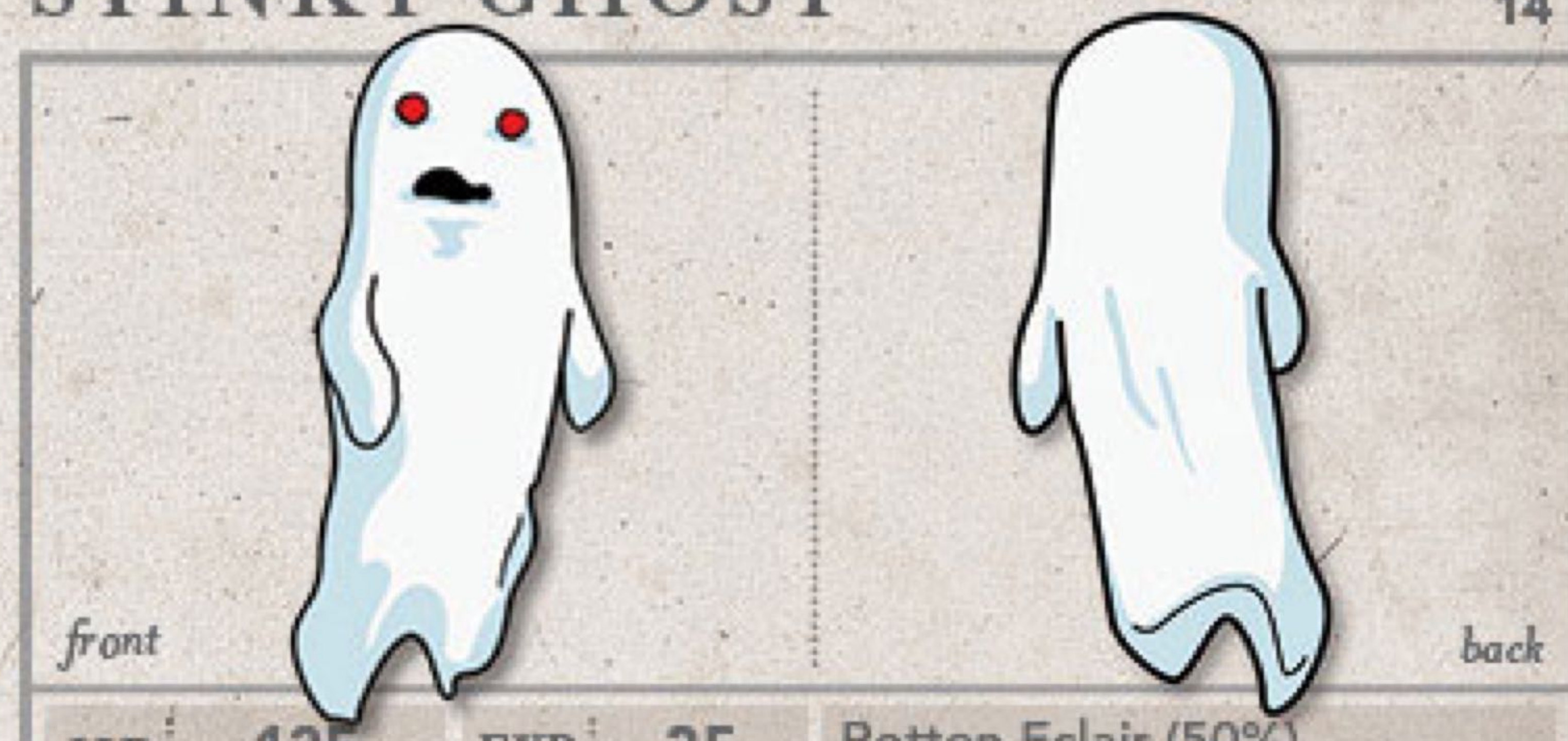
Chp 7

They cling to the ceiling and rain down on unsuspecting adventurers. If they group up, use a dose of PK Fire to clean out the area or just slug 'em one by one.

WEAKNESS

STINKY GHOST

LVL 14



HP	125	EXP	35	DROPS: Rotten Eclair (50%)
PP	0	DP	0	

	FRONT	BACK
Off.	48	1
Def.	10	5
IQ	18	18
Spd.	22	1

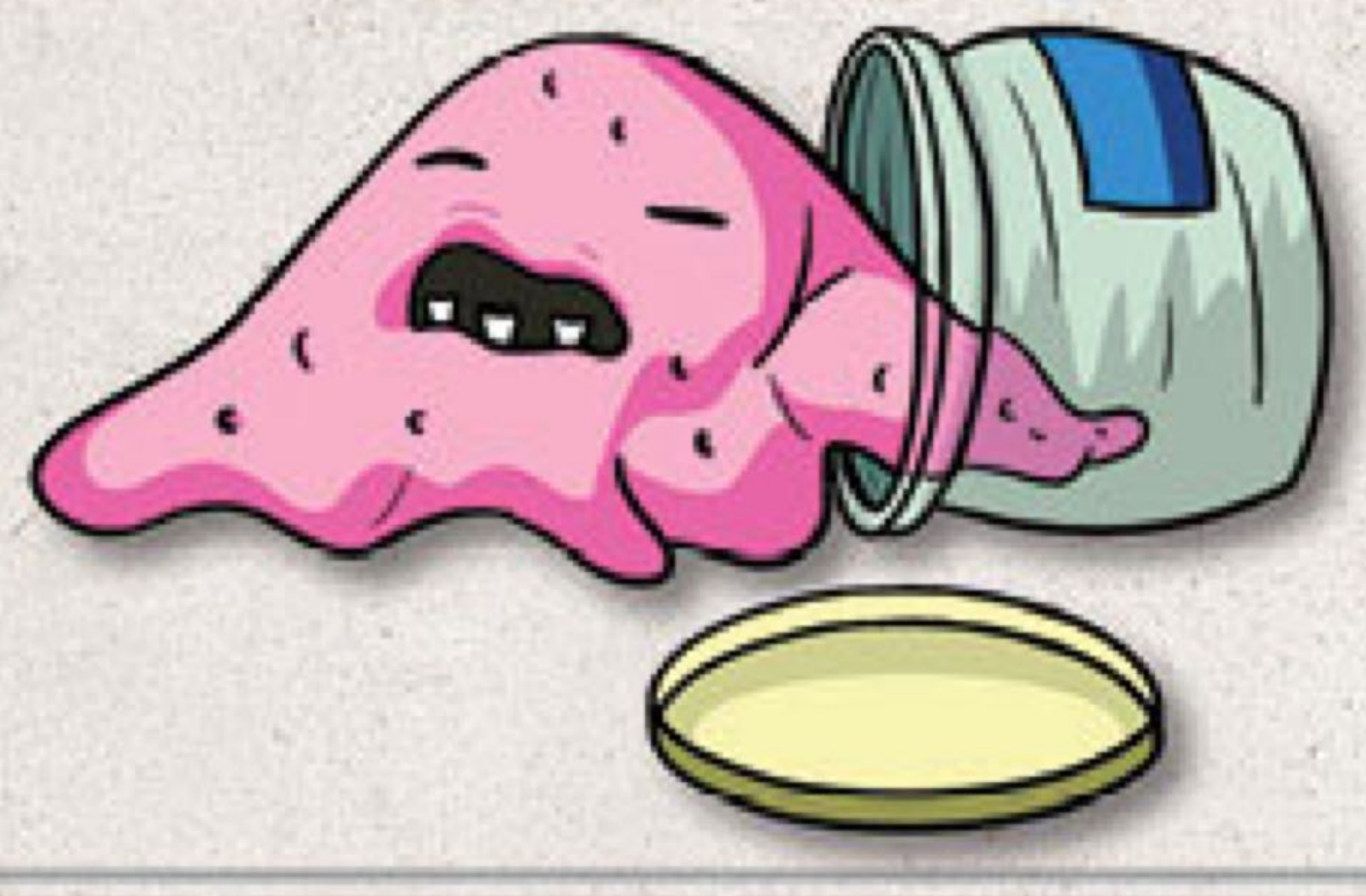
Chp 2,7

These spectres shouldn't be too difficult to dissipate. You can avoid their burping attacks by pinning them down with your wall staples.

WEAKNESS

STRAWBERRY SLIME

LVL 14



HP	182	EXP	146	DROPS: Running Bomb (100%)
PP	0	DP	0	

	FRONT	BACK
Off.	52	1
Def.	30	8
IQ	20	20
Spd.	5	1

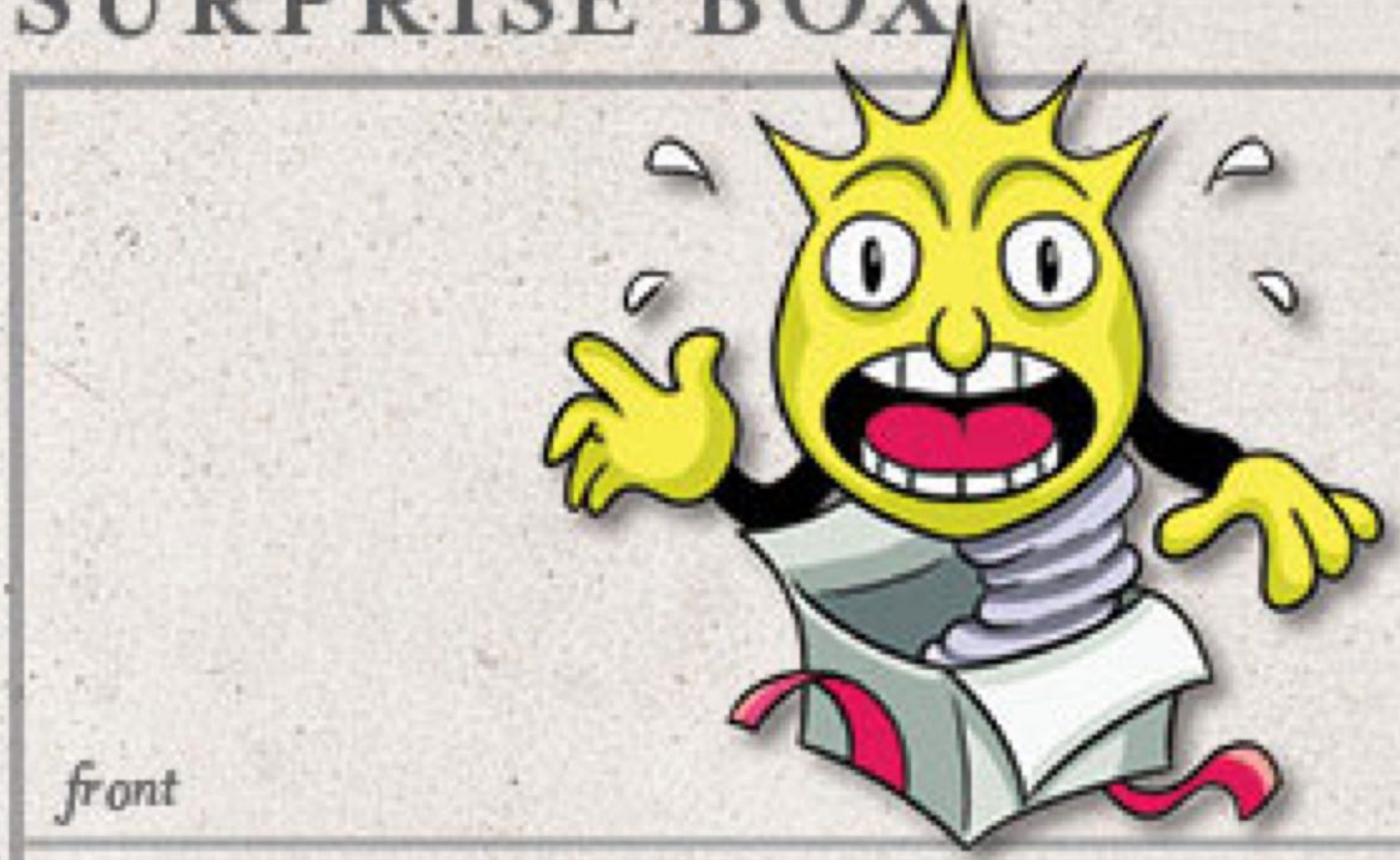
Chp 2,4,5,7

This sludge is way past its sell-by date. Your pendulum, tickle stick, and scary mask will help, but if you have a Running Bomb, use it! Don't worry, you'll get it back.

WEAKNESS

SURPRISE BOX

LVL 30



HP	777	EXP	932	DROPS
PP	168	DP	777	

	FRONT	BACK
Off.	80	1
Def.	40	35
IQ	40	40
Spd.	40	1

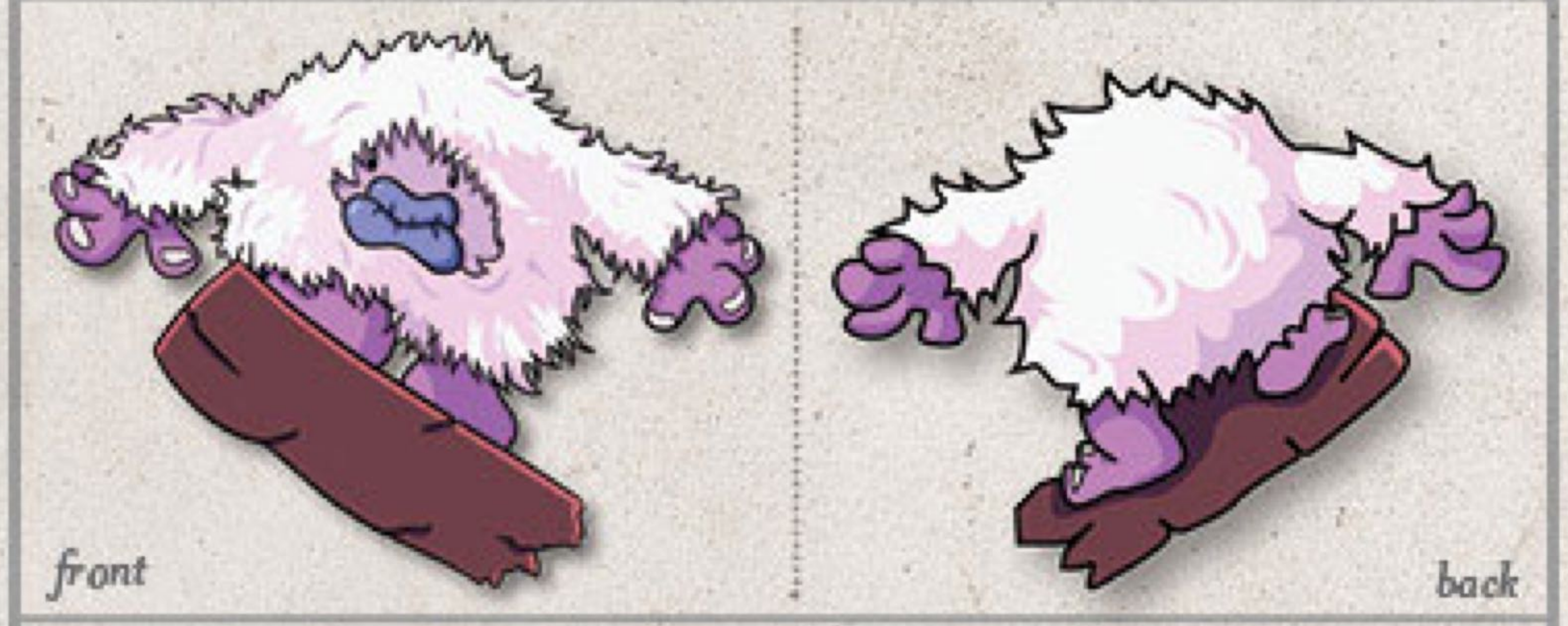
Chp 5

This little surprise loves to use PK Fire β, an attack that can easily devastate your party. You're in a room with a hot spring and a vending machine, though, so don't hold back.

WEAKNESS

TEN-YETI

LVL 40



HP	653	EXP	633	DROPS: Luxury Banana (15%)
PP	0	DP	85	

	FRONT	BACK
Off.	112	1
Def.	47	37
IQ	28	32
Spd.	32	1

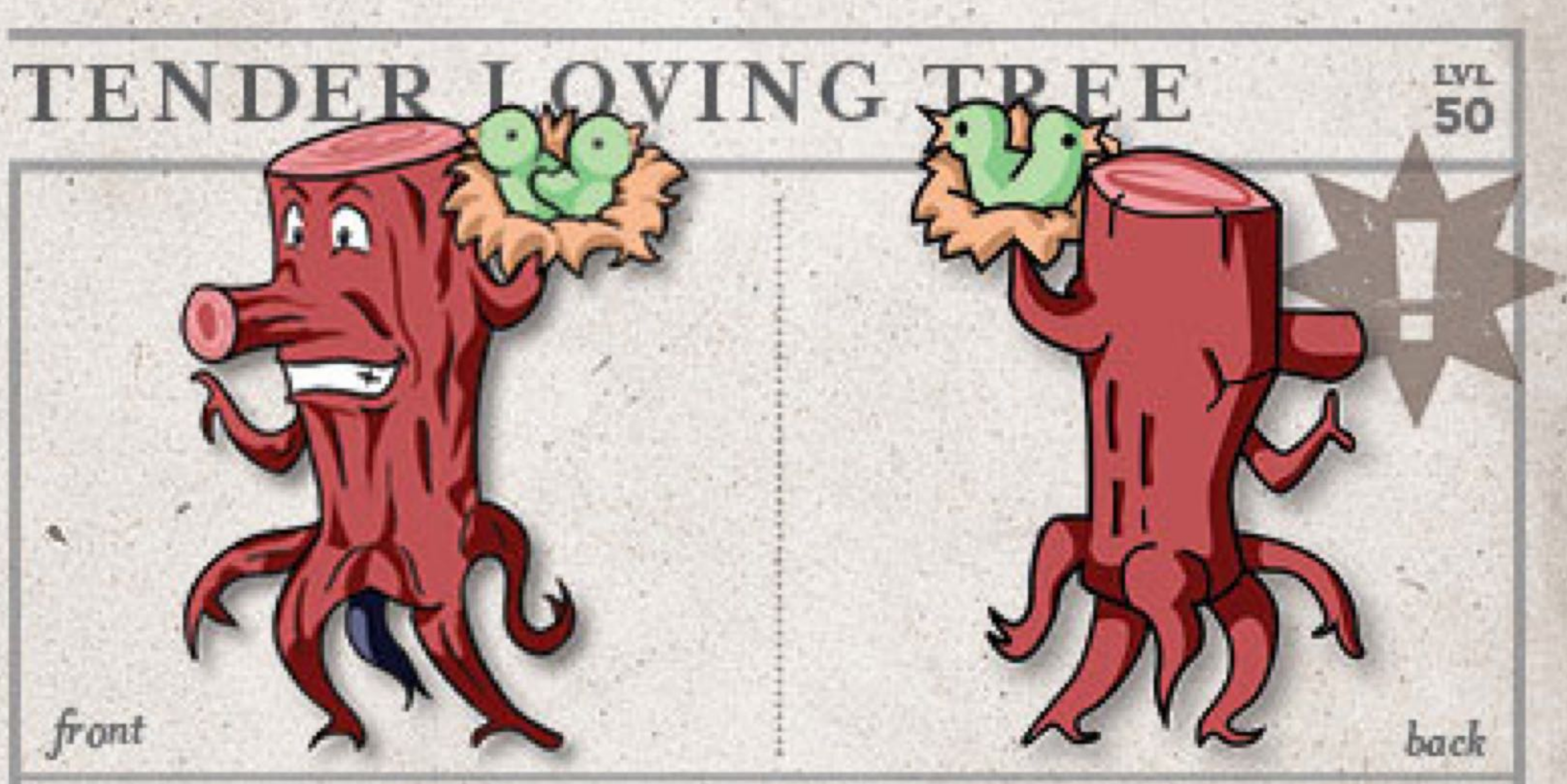
Chp 7

These happy-go-lucky snowmen enjoy hitting the slopes as much as they like to hit you. They'll use whatever's handy against their enemies, even nearby Chilly Dogs! Just remember that they cry easily and their fur is flammable.

WEAKNESS

TENDER LOVING TREE

LVL 50



HP	686	EXP	2022	DROPS: Fresh Egg (20%)
PP	144	DP	200	

	FRONT	BACK
Off.	133	1
Def.	84	72
IQ	69	69
Spd.	45	1

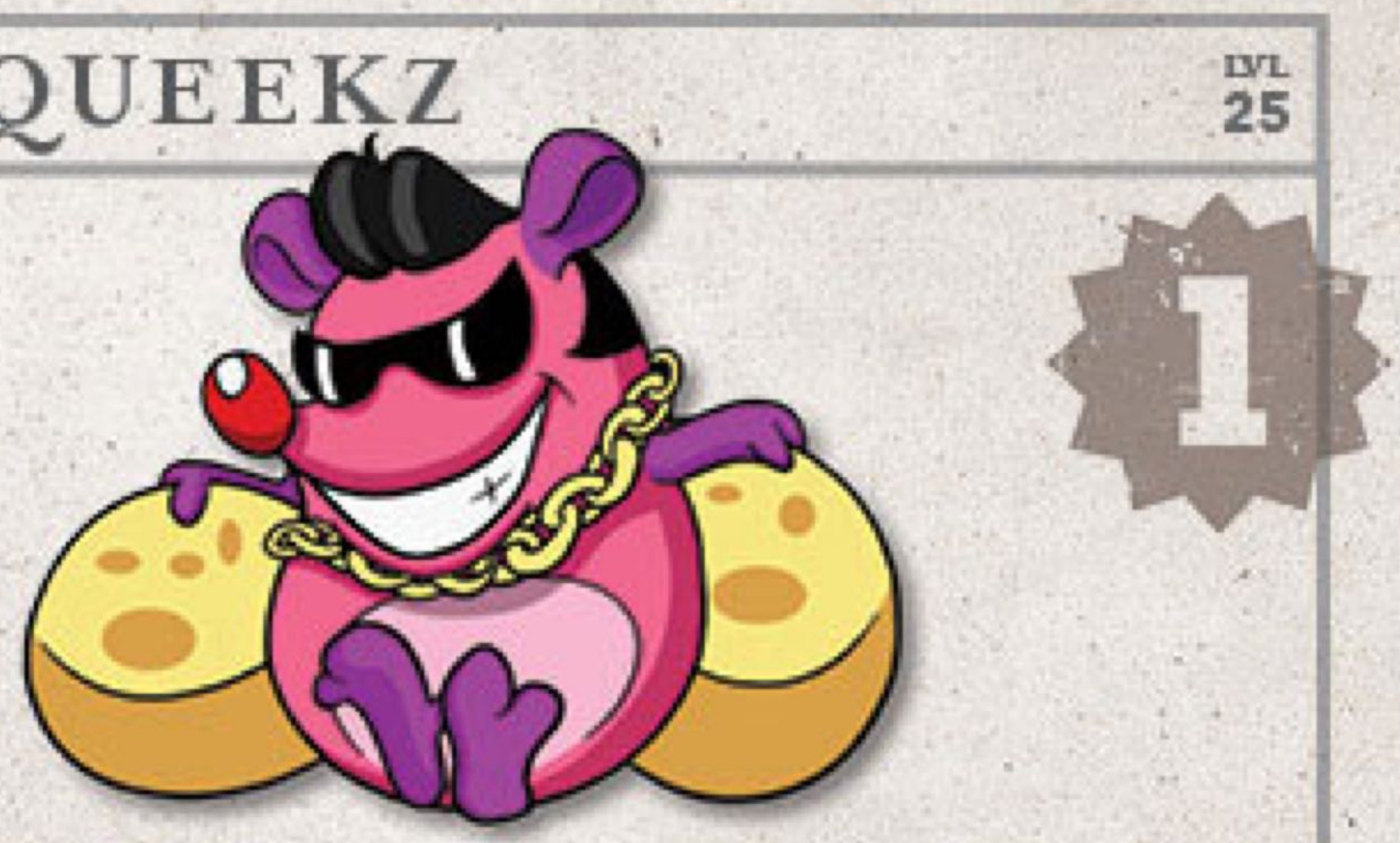
Chp 7

Like their earlier counterparts, these trees explode when defeated. They also have status-draining vacuum attacks and PK Brainshock, and those innocent-looking birds can call down a Blue Balding Eagle.

WEAKNESS

THE SQUEEKZ

LVL 25



HP	320	EXP	157
PP	0	DP	23

DROPS

	FRONT	BACK
Off.	78	1
Def.	41	36
IQ	58	58
Spd.	52	1

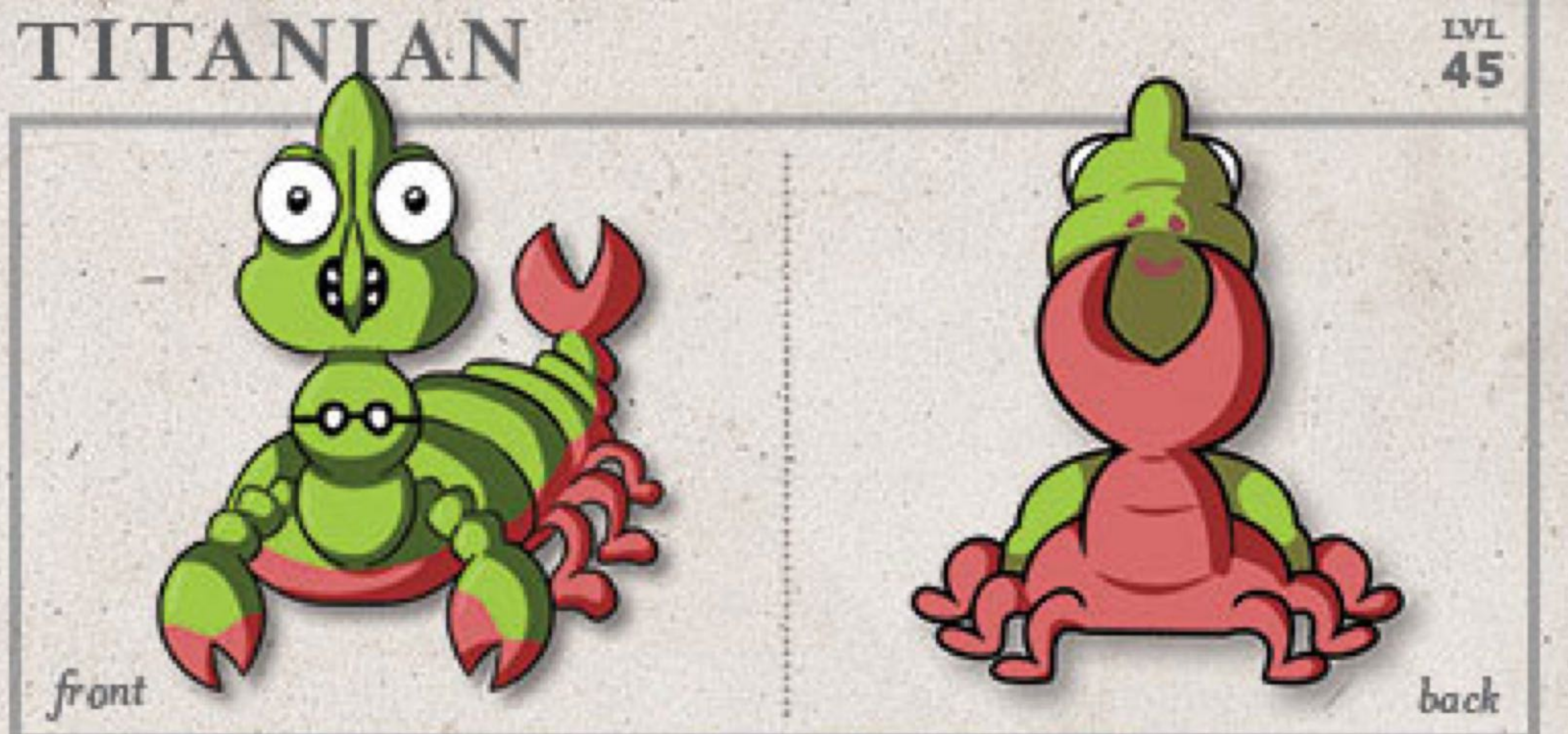
Chp 7

'Eyyyyy! He may act street-savvy, but a single round of combat is probably enough to send him back to the highway.

WEAKNESS

TITANIAN

LVL 45



HP	450	EXP	1005
PP	38	DP	325

DROPS
Secret Herb (10%)

	FRONT	BACK
Off.	135	1
Def.	110	98
IQ	44	44
Spd.	46	1

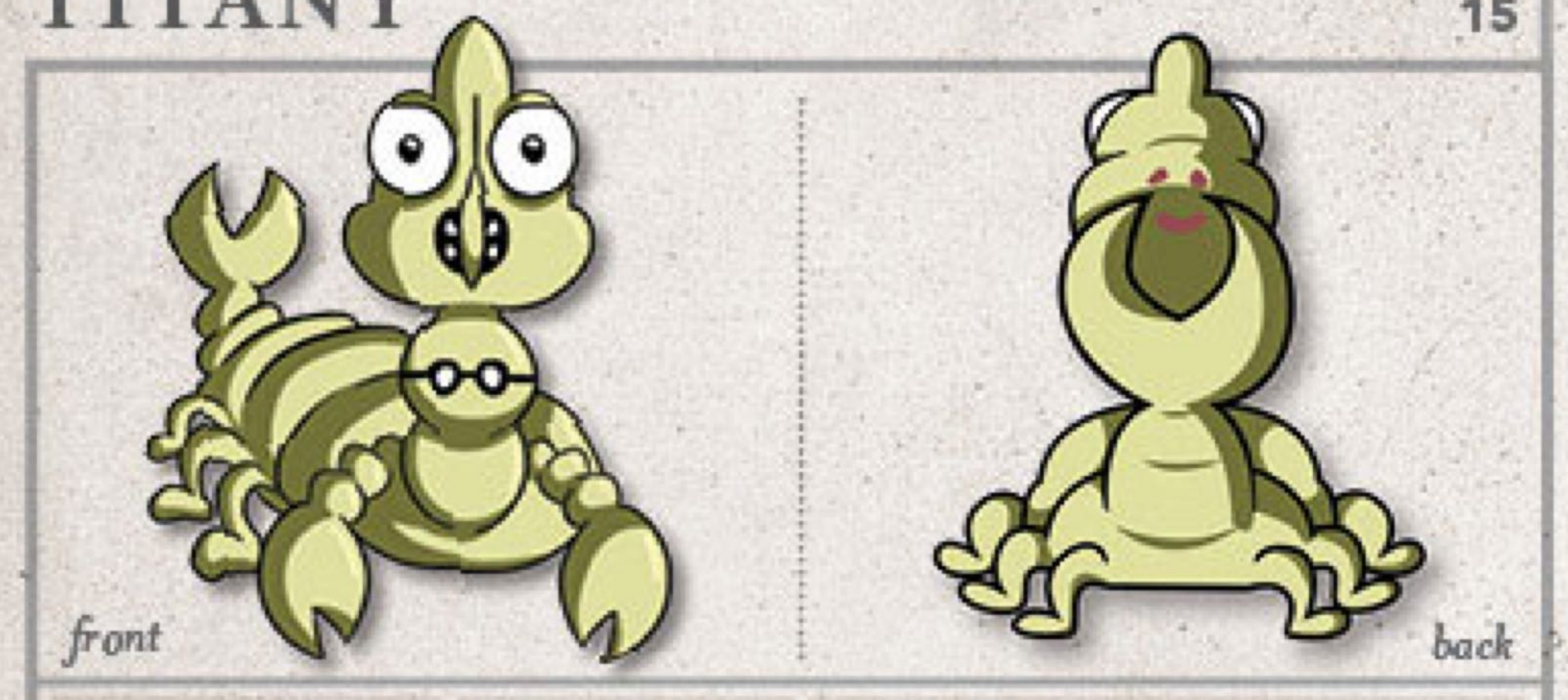
Chp 7

A rock-hard defense makes these bugs tough to squash. Watch out for its frequent use of Hypnosis and use PK Freeze or Bug Spray to kill it quickly.

WEAKNESS

TITANY

LVL 15



HP	119	EXP	63
PP	12	DP	0

DROPS
Running Bomb (10%)

	FRONT	BACK
Off.	50	1
Def.	30	25
IQ	16	16
Spd.	13	1

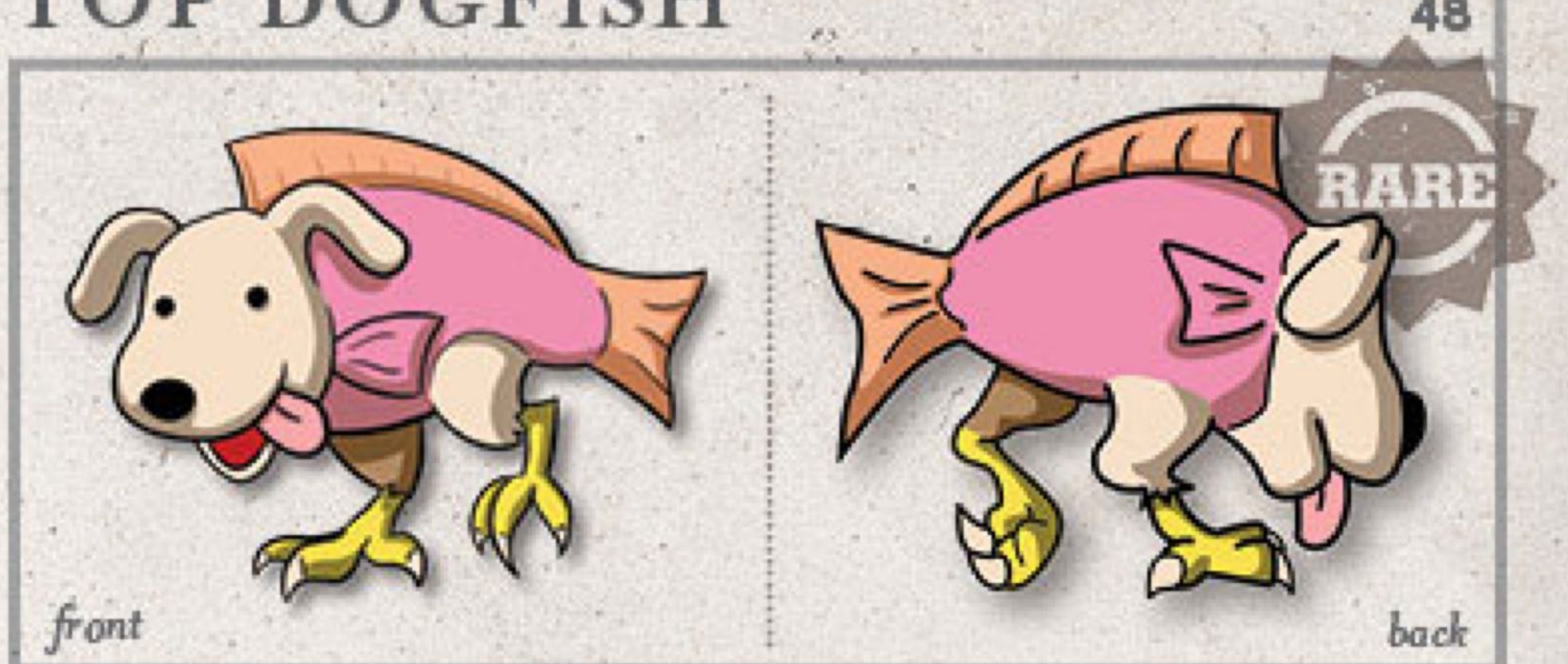
Chp 1

What exactly is this creature? You don't know, but what is clear is that it's unfriendly. You may want to Toughen Up to better penetrate its rough outer shells.

WEAKNESS

TOP DOGFISH

LVL 48



HP	861	EXP	2032
PP	120	DP	869

DROPS
Meteotite (100%)
A bunch of EXP!

	FRONT	BACK
Off.	132	1
Def.	58	44
IQ	38	38
Spd.	40	1

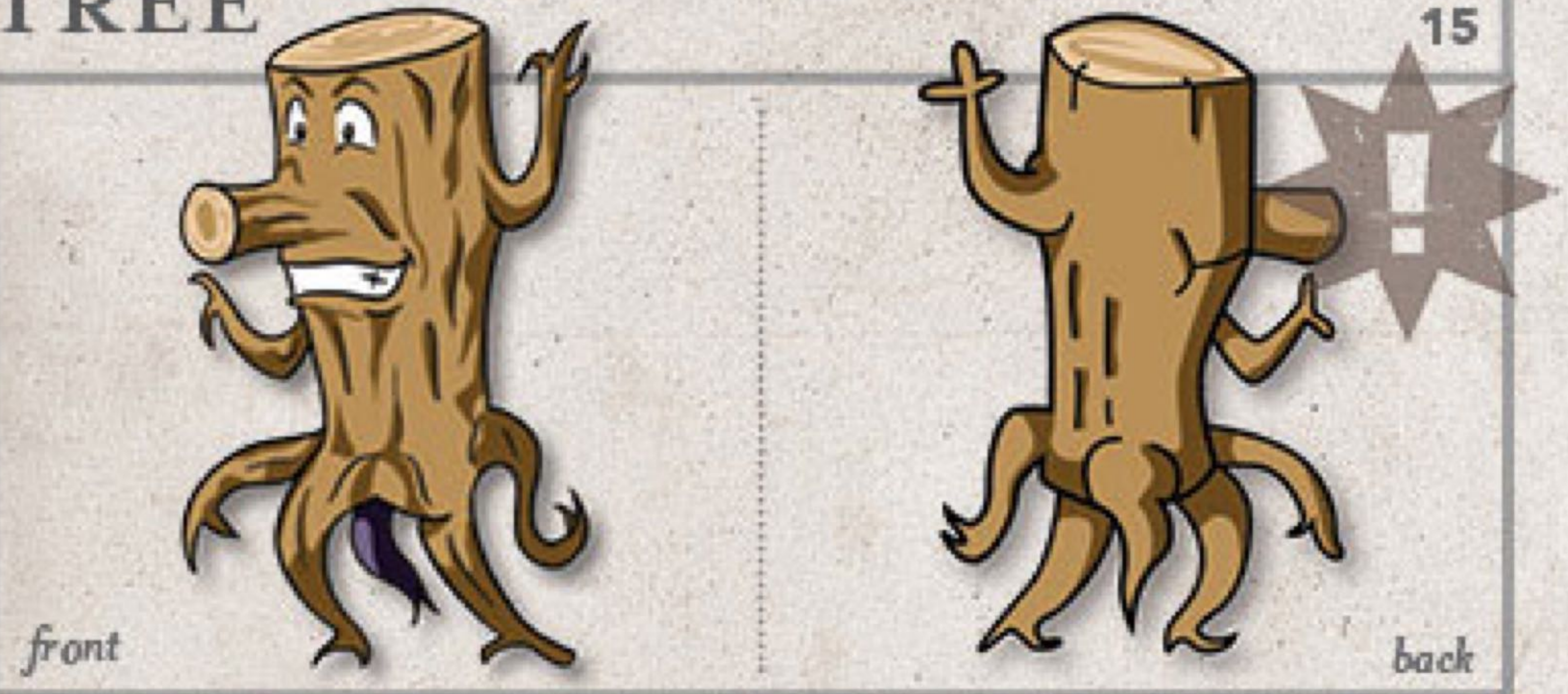
Chp 4,5,7

WARNING! This rare chimera is ultra-powerful! As leader of the pack it doesn't make many public experiences. If you can take it down you'll be rewarded with a huge amount of Exp., DP, and a valuable Meteotite.

WEAKNESS

TREE

LVL 15



HP	160	EXP	72
PP	12	DP	0

DROPS
Nut Bread (20%)

	FRONT	BACK
Off.	56	1
Def.	24	20
IQ	10	10
Spd.	14	1

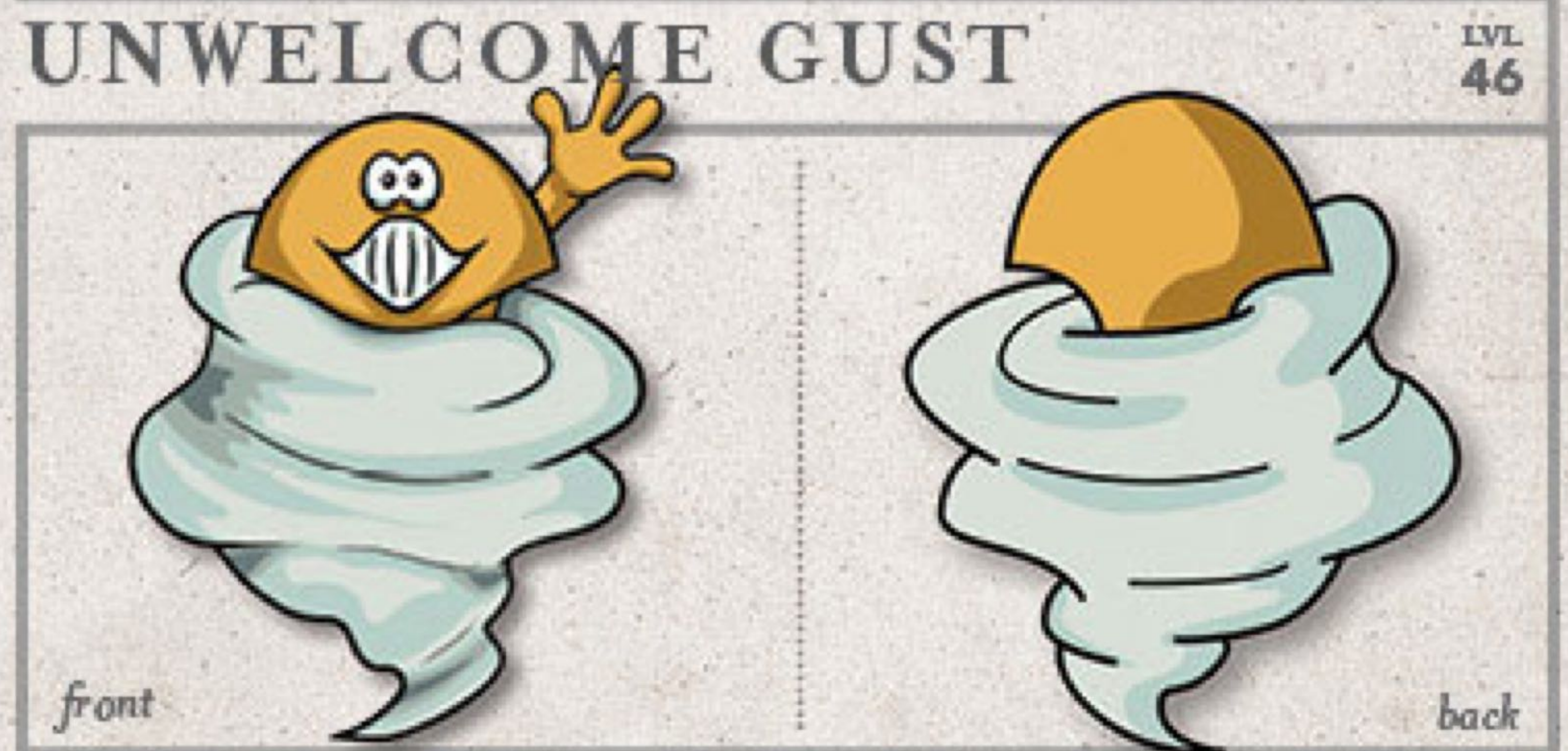
Chp 1,7

Fighting this lumbering foe is not recommended, as it contains a deadly mixture of chemicals that cause it to explode when defeated.

WEAKNESS

UNWELCOME GUST

LVL 46



HP	598	EXP	1456
PP	0	DP	281

DROPS
Magic Pudding (5%)

	FRONT	BACK
Off.	145	1
Def.	64	54
IQ	46	46
Spd.	54	1

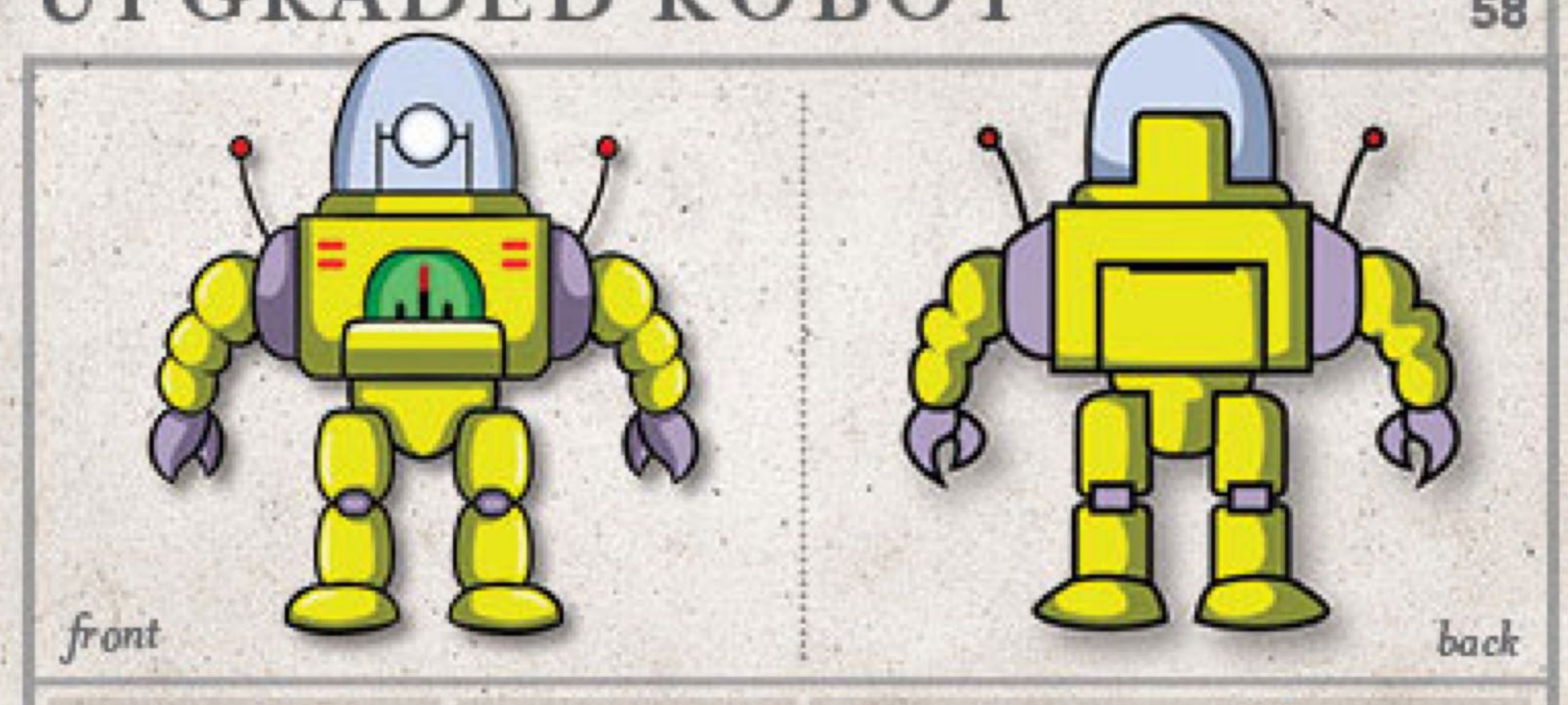
Chp 7

These swirling goons love pelting unassuming travelers with rough winds. If you must fight them, use PK Thunder.

WEAKNESS

UPGRADED ROBOT

LVL 58



HP	921	EXP	4272
PP	0	DP	287

DROPS: Horus Bandana (3%)

	FRONT	BACK
Off.	152	1
Def.	120	92
IQ	52	52
Spd.	44	1

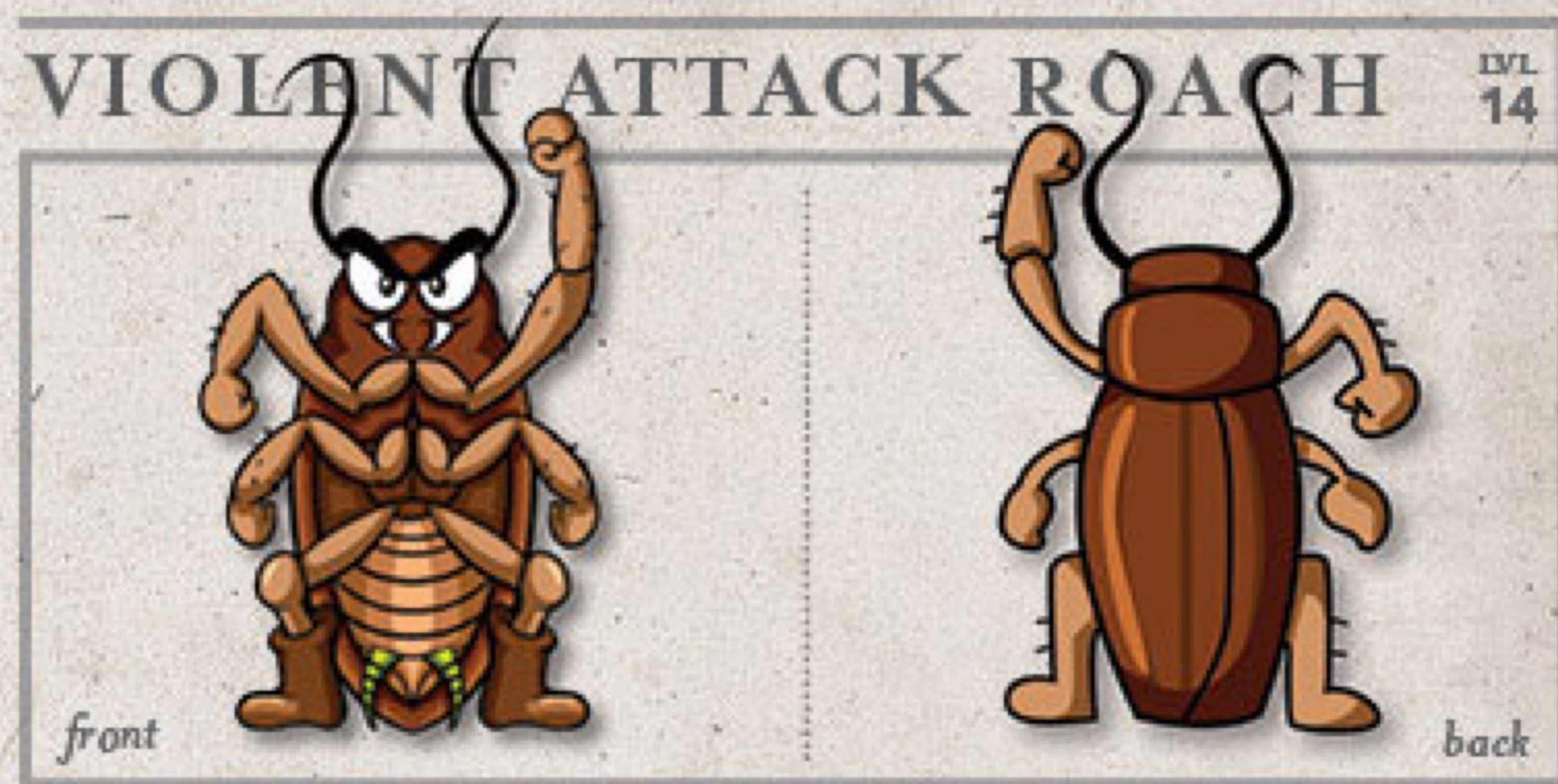
Chp 8

This rejuvenated robot wants revenge, but armed with little more than its rushing capability and an arsenal of Forgetful Gas, it won't get far.

WEAKNESS

VIOLENT ATTACK ROACH

LVL 14



HP	88	EXP	40
PP	0	DP	0

DROPS: Nut Bread (10%)

	FRONT	BACK
Off.	55	1
Def.	11	6
IQ	18	18
Spd.	35	1

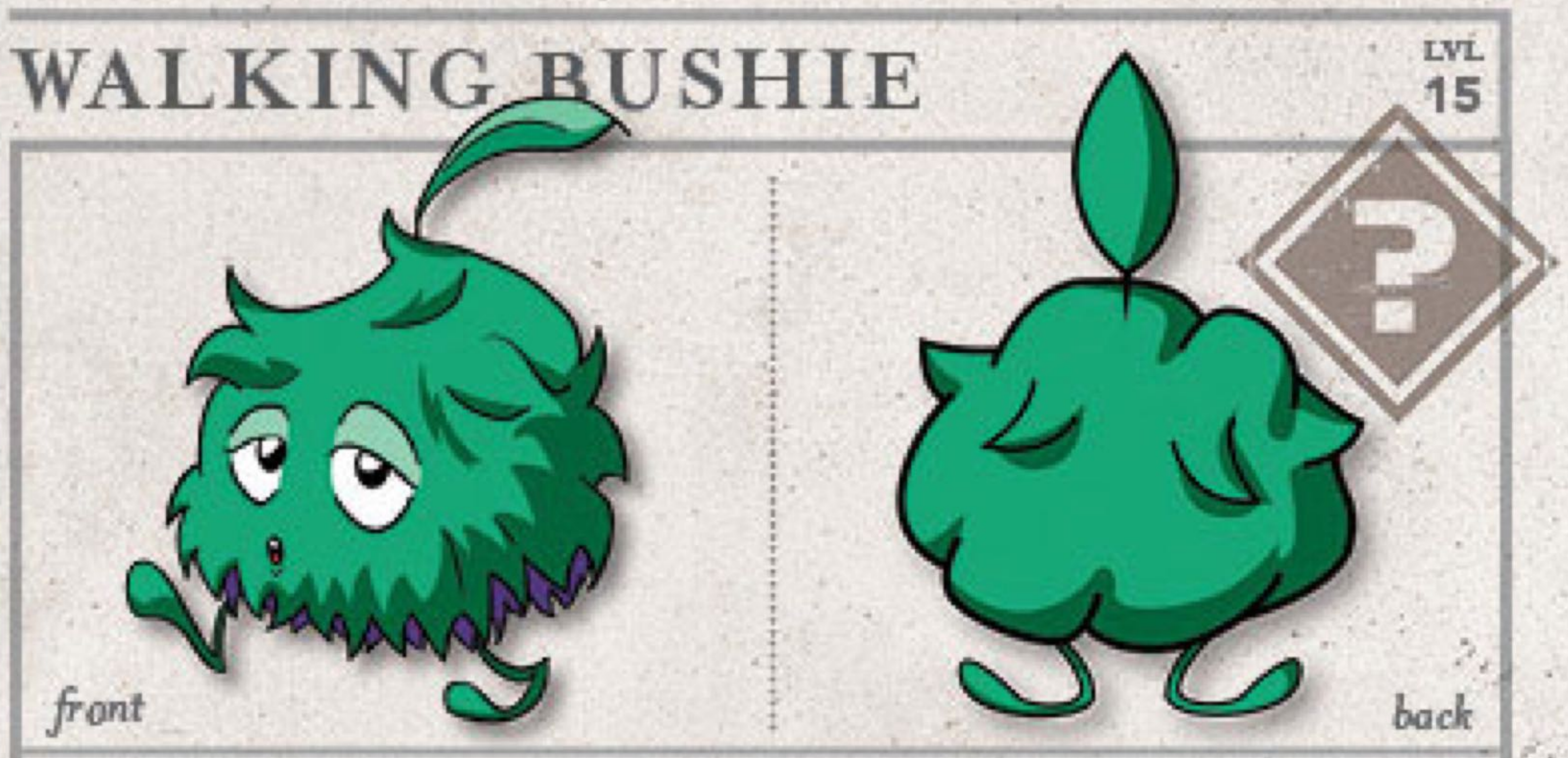
Chp 2,3,7

They may be small, but they pack quite a punch, which can take its toll on your health if you're not careful.

WEAKNESS

WALKING BUSHIE

LVL 15



HP	108	EXP	8
PP	84	DP	0

DROPS: Antidote (10%)

	FRONT	BACK
Off.	45	1
Def.	22	15
IQ	18	18
Spd.	20	1

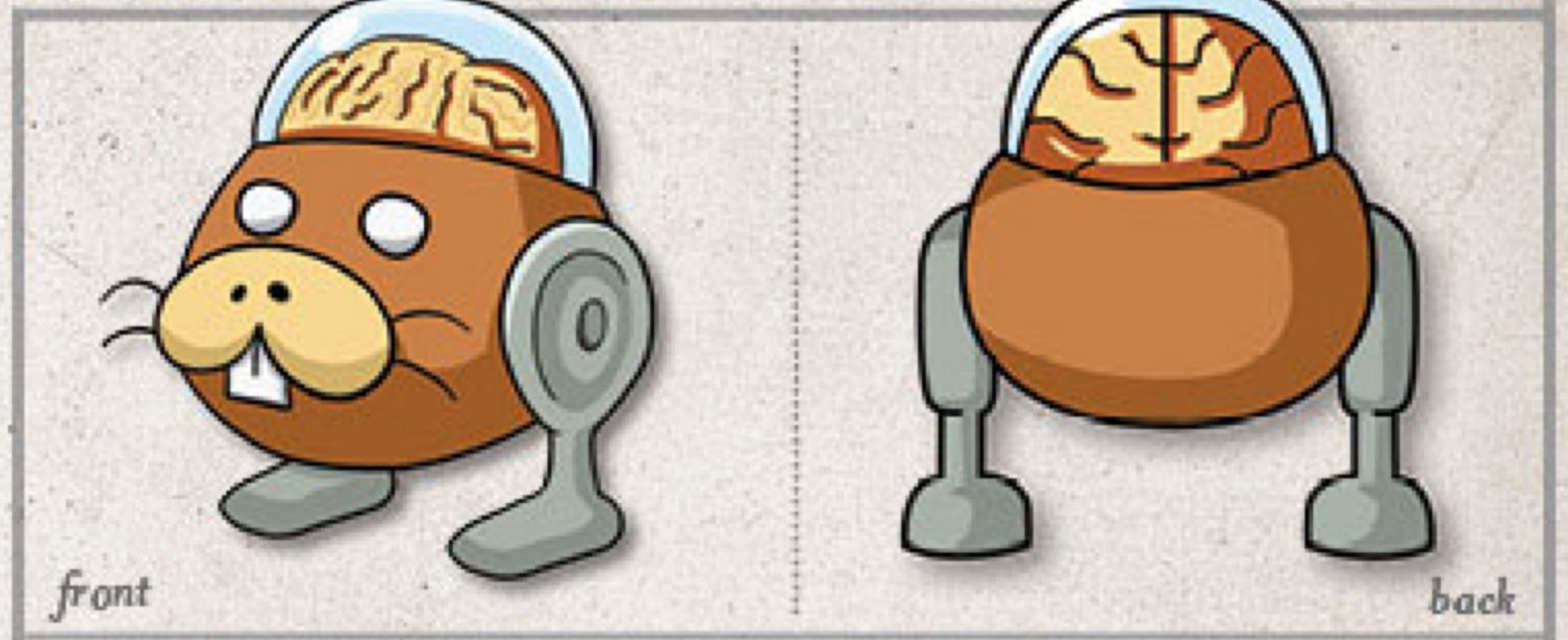
Chp 1,4,5,7

The experience you gain from defeating this helpful herb is far less useful than the healing it gives you if you don't hurt it in battle.

WEAKNESS

WHATEVER

LVL 28



HP	264	EXP	98
PP	52	DP	12

DROPS: Magic Gelatin (10%)

	FRONT	BACK
Off.	80	1
Def.	25	20
IQ	36	36
Spd.	39	1

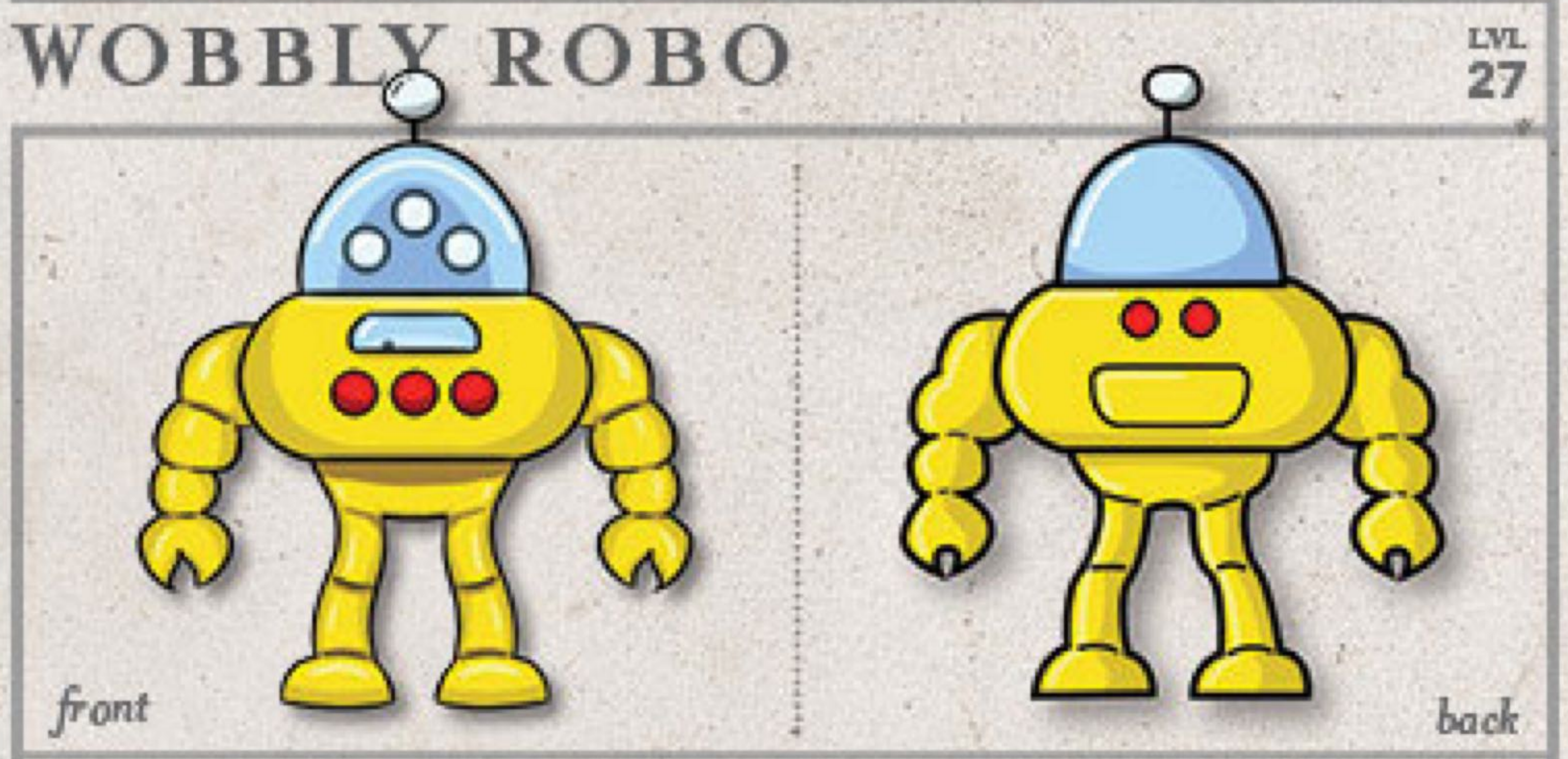
Chp 5

These little guys aren't much of a threat. They'd rather give you a hug than a bruise, and you can even walk up to them without getting into a fight.

WEAKNESS

WOBBLY ROBO

LVL 27



HP	412	EXP	126
PP	0	DP	64

DROPS: Secret Herb (5%)

	FRONT	BACK
Off.	93	1
Def.	28	22
IQ	13	13
Spd.	33	1

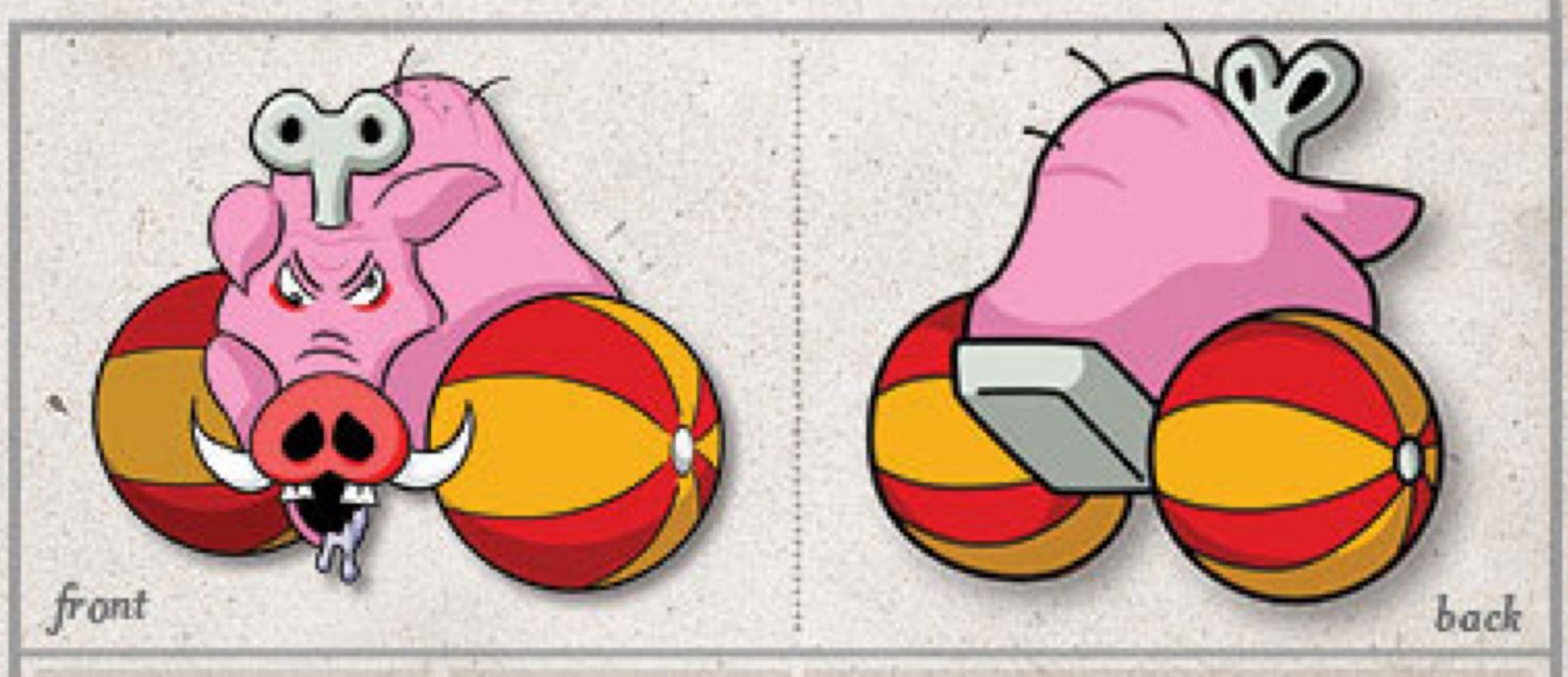
Chp 7

This robot may look like a pushover, but he is not like his broken brethren. He can emit an electromagnetic pulse that will make you feel numb and leave you motionless!

WEAKNESS

WOUND-UP ROAD HOG

LVL 27



HP	420	EXP	150
PP	0	DP	53

DROPS: Secret Herb (10%)

	FRONT	BACK
Off.	98	1
Def.	36	26
IQ	10	10
Spd.	34	1

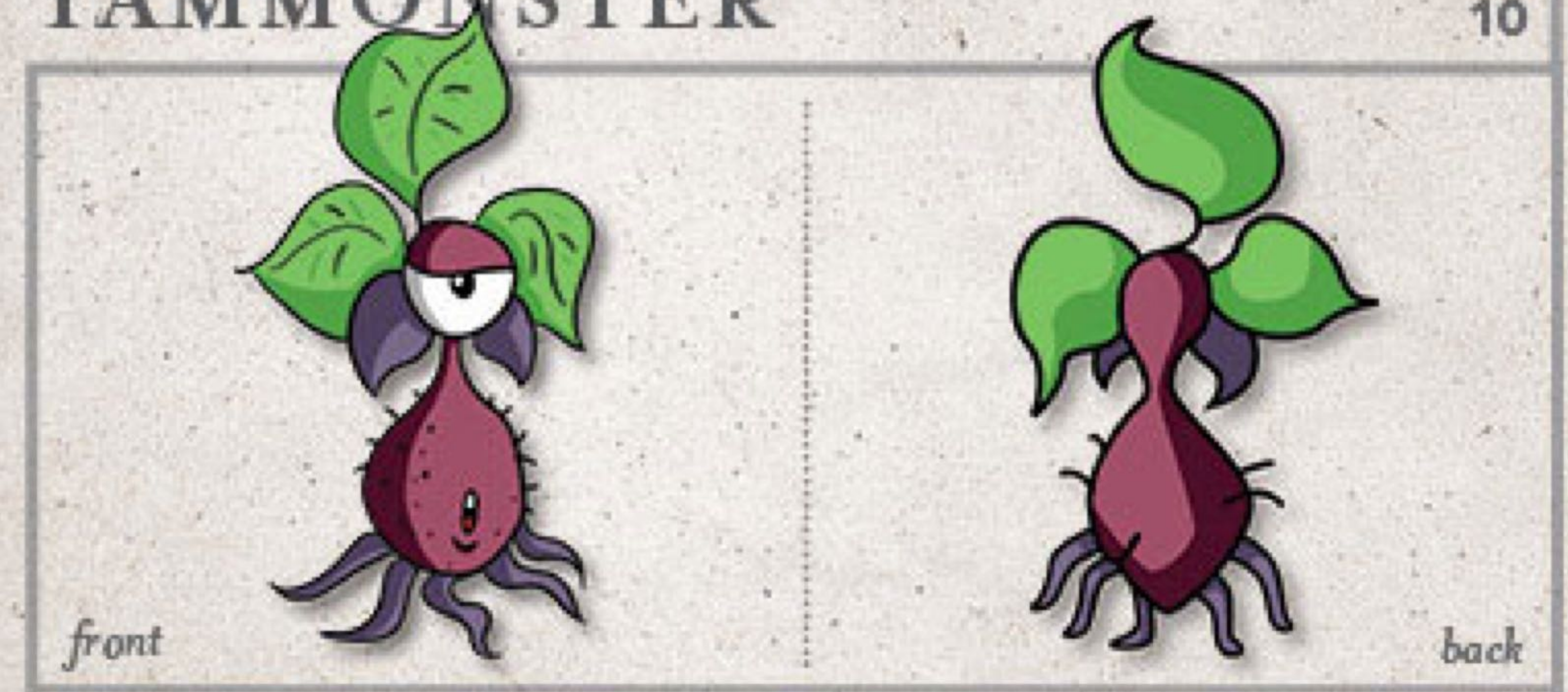
Chp 5,7

This road hog will often break his wind-up spring during his charge attack. If you're lucky, it will drop a valuable Secret Herb!

WEAKNESS

YAMMONSTER

LVL 10



HP	33	EXP	26	Nut Bread (60%) DROPS
PP	0	DP	0	

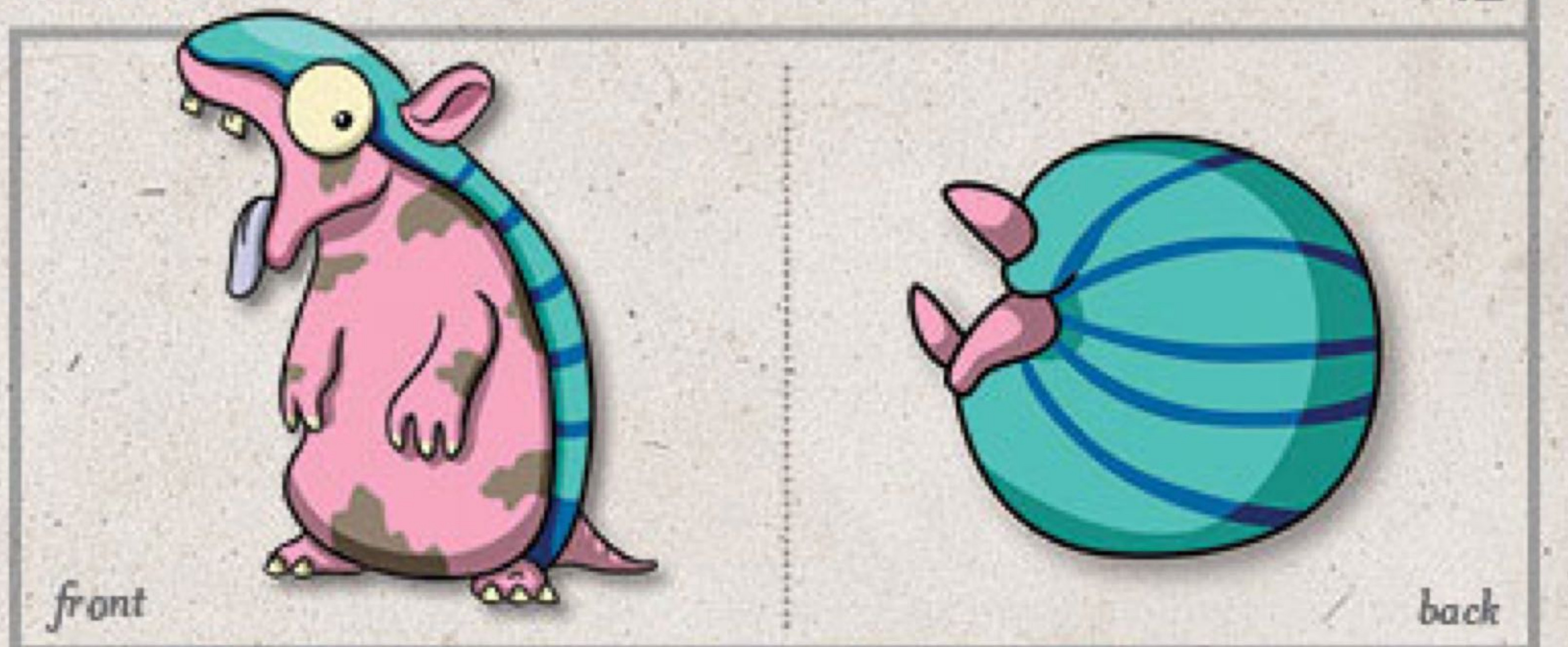
	FRONT	BACK
Off.	35	1
Def.	22	20
IQ	12	1
Spd.	5	1
Chp	1	

This deranged tuber won't chase you, but it might get in the way. Take advantage of its poor depth perception by dashing up when it's not looking—you'll get plenty of Exp. and, often, a Nut Bread.

WEAKNESS

ZOMBIDILLO

LVL 42



HP	372	EXP	522	Rotten Milk (5%) DROPS
PP	0	DP	47	

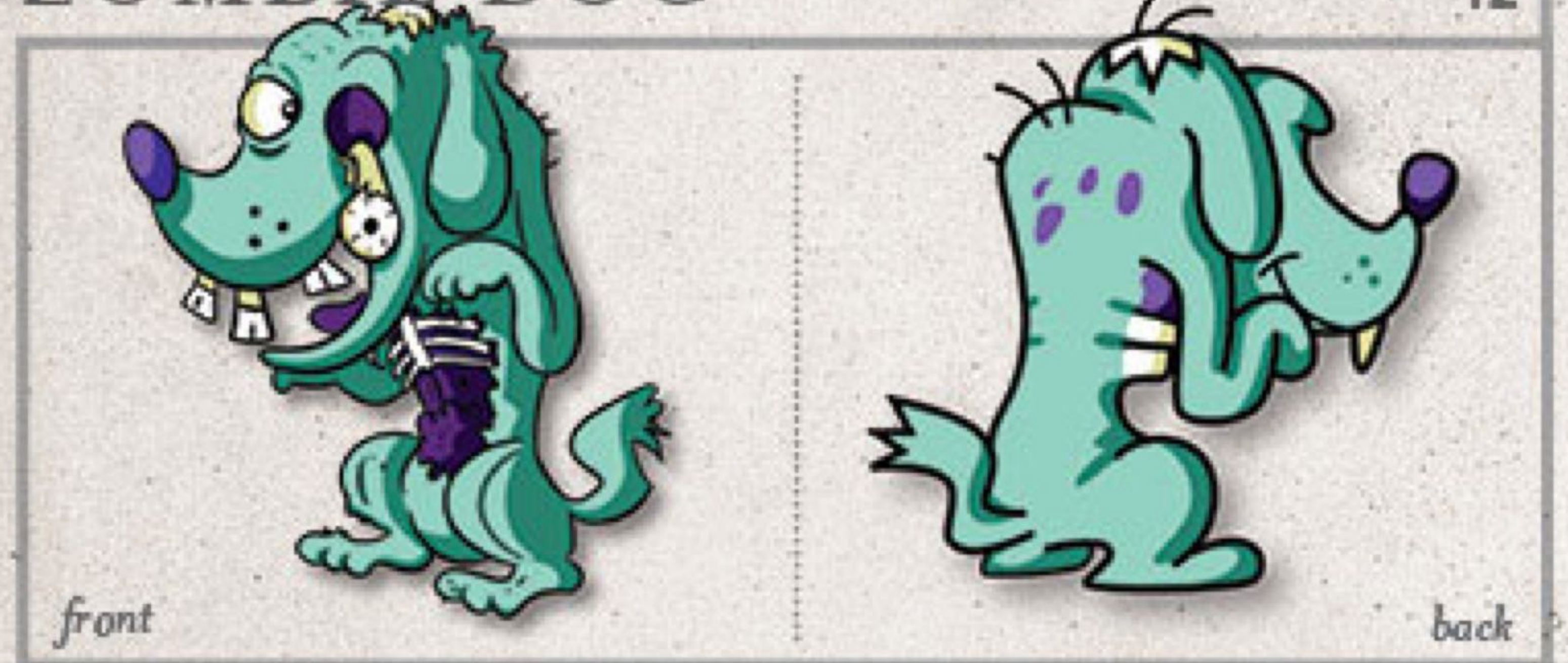
	FRONT	BACK
Off.	108	1
Def.	37	32
IQ	40	40
Spd.	43	1
Chp	7	

These sickly roller rats can be found in the depths of the Chimera Lab basement. They're too weak to really be a major issue.

WEAKNESS

ZOMBIE DOG

LVL 12



HP	115	EXP	29	Nut Bread (70%) DROPS
PP	0	DP	0	

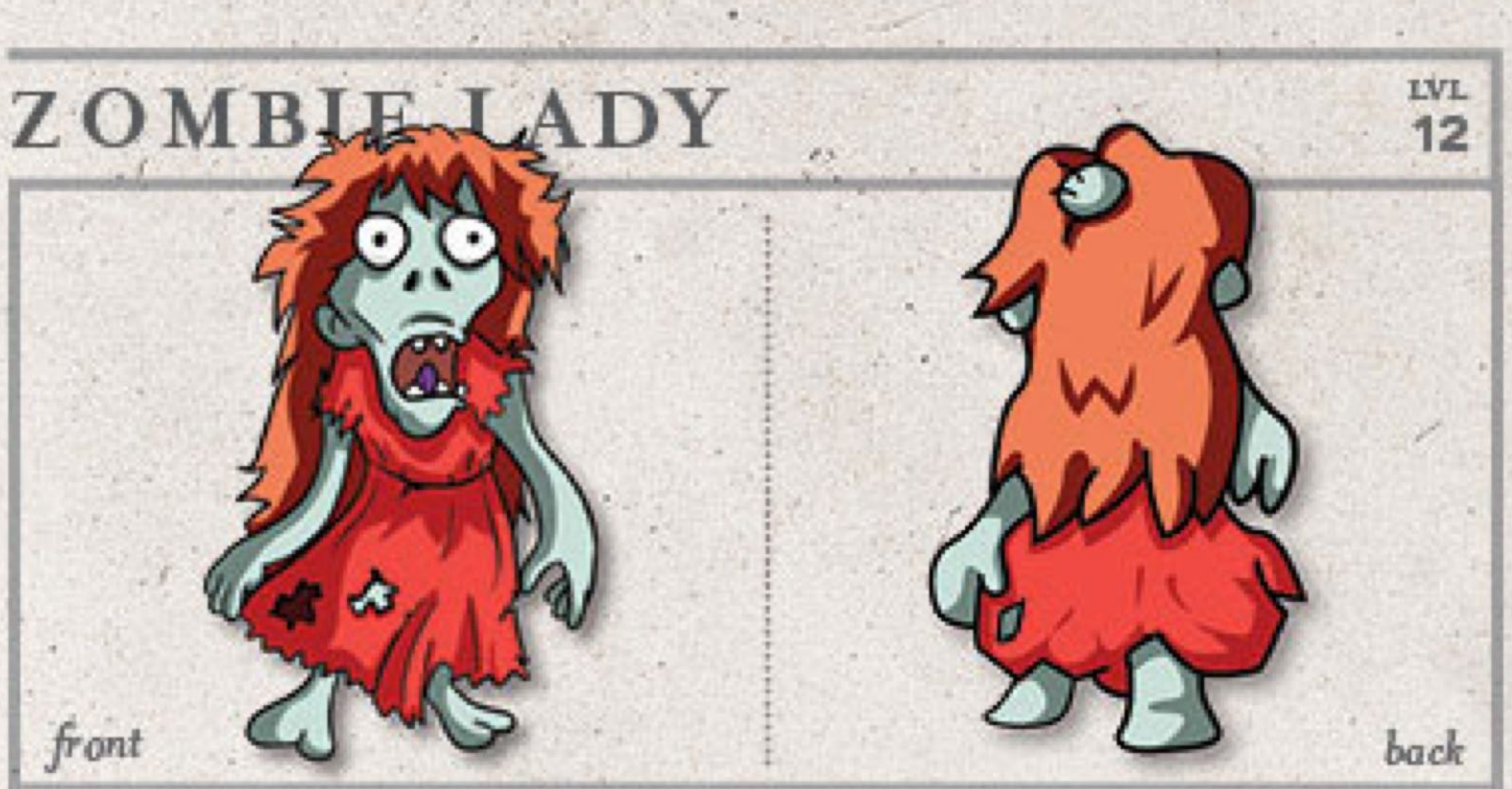
	FRONT	BACK
Off.	42	1
Def.	5	2
IQ	6	15
Spd.	25	1
Chp	2,3	

Don't let his winning smile fool you. He's not the toughest enemy around – his bark is worse than his bite. A few hits should be enough to tame him.

WEAKNESS

ZOMBIE LADY

LVL 12



HP	87	EXP	25	Rotten Eclair (10%) DROPS
PP	0	DP	0	

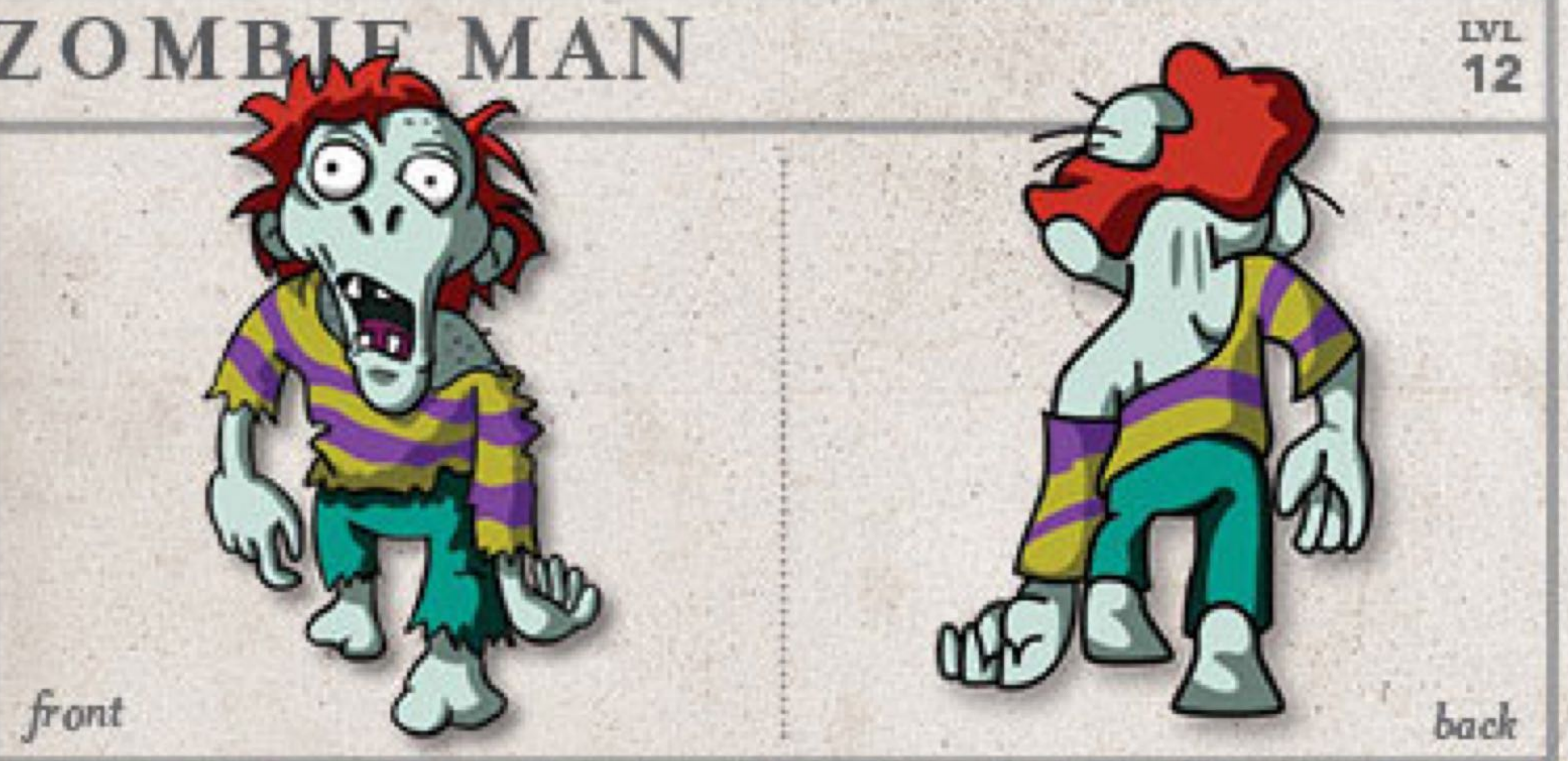
	FRONT	BACK
Off.	44	1
Def.	7	3
IQ	5	1
Spd.	1	1
Chp	2,3	

She's back from the dead and fighting fit! She's not a lot different from the Zombie Man, so use the same attack techniques to send her back to the grave.

WEAKNESS

ZOMBIE MAN

LVL 12



HP	95	EXP	25	Rotten Eclair (10%) DROPS
PP	0	DP	0	

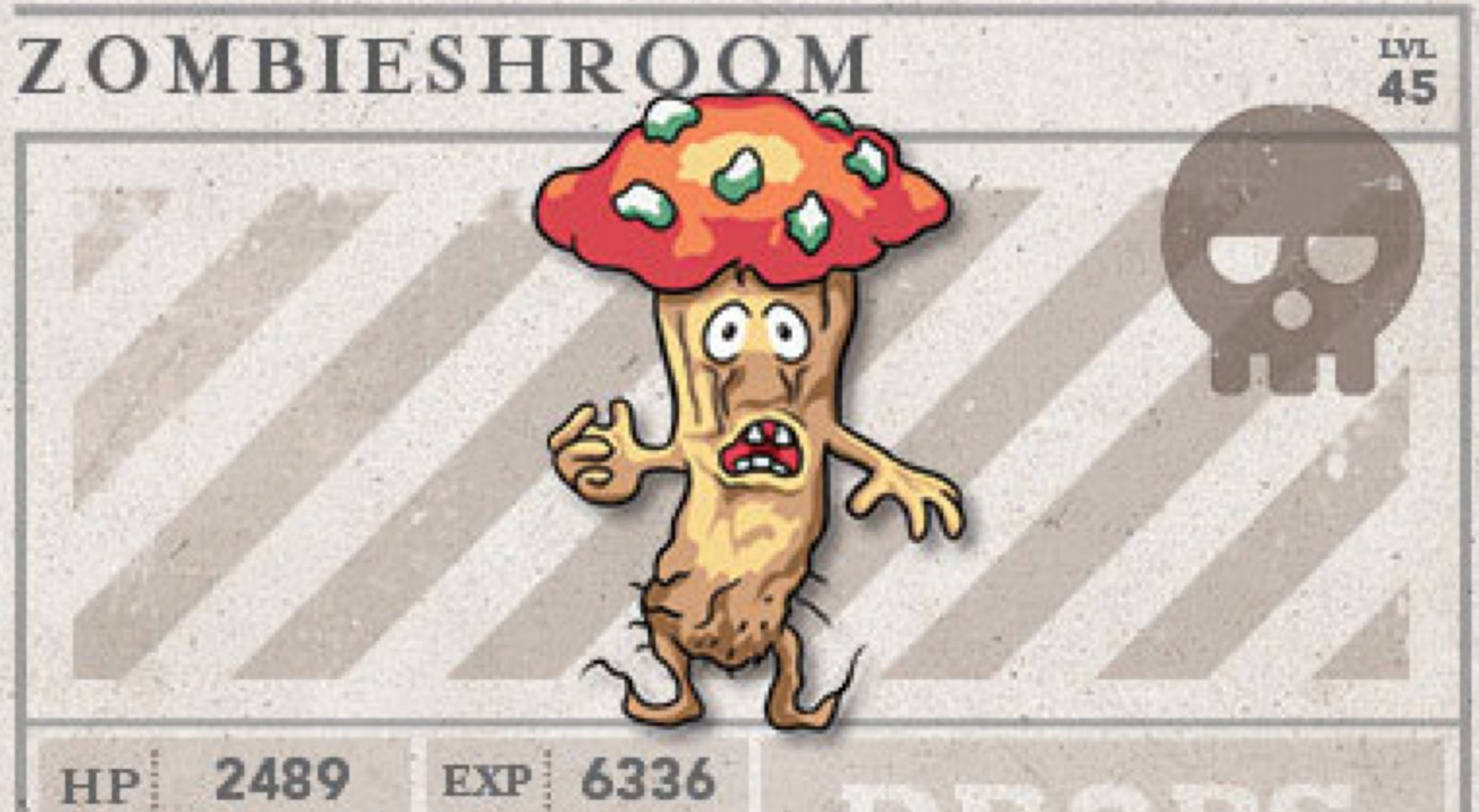
	FRONT	BACK
Off.	44	1
Def.	7	3
IQ	5	1
Spd.	1	1
Chp	2,3	

The dead walk the earth – and they're hungry! And a little chatty. Zombies make up for being slow and weak by attacking in groups, so hit them with wall staples and focus your attacks on one at a time.

WEAKNESS

ZOMBIESHROOM

LVL 45



HP	2489	EXP	6336	DROPS
PP	0	DP	780	

	FRONT	BACK
Off.	151	1
Def.	65	52
IQ	32	32
Spd.	150	1
Chp	7	

This towering toadstool is not a fun guy. Its spore attacks can poison you, but you can fight back with PK Fire and numbness-inducing attacks.

WEAKNESS

BATTLE MEMORY

- Do battle with every enemy in the game and you'll get a **silver star** in your Battle Memory! With silver star in hand, the final save frog (the one you stumble across in the darkness at the end of the game) will tell you about a **secret Memo Menu**. To access it, press start and hover over the 'Status' icon, but don't select it. Instead, hold down L and R and then press 'A'. You'll be taken to the secret Memo Menu, which is filled with interesting information about the game.
- Once you've gotten the silver star, consider going for the **gold star**. This is considerably more difficult because you're required to record every pose/view of every enemy in the game. Most enemies have front and back views, but others (like the N.K. Cyborg) simply have different poses, and some don't have alternate views at all! Once you've earned your gold star, the frog at the end of the game will tell you about **Hard Mode**: simply enter your name as "HARD MODE" at the Forest Sanctuary to make the game more challenging. You can actually turn it off (or on!) later by changing your name again at the factory.

TRICKSTER TIPS

Duster's Siren Beetle

This is the most efficient way to glimpse an enemy's back: by making them turn and cover their ears.

Made-You-Look

Stock up when Duster's not around. These cheap items are like a Siren Beetle that anyone can use.

Invincibility Approach

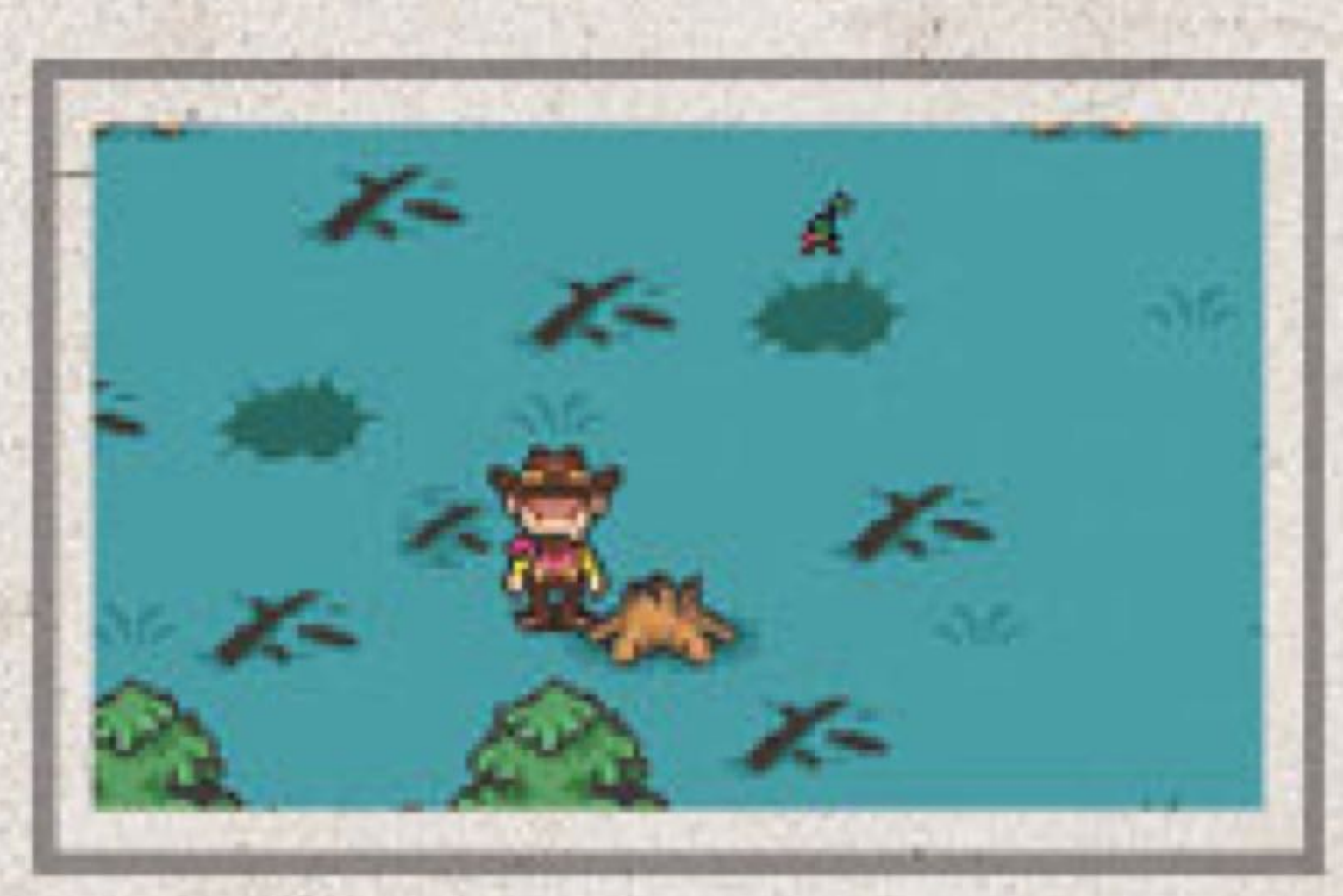
After battle, your party members are temporarily 'invincible' even though enemies will still see you.

Snaring

Some enemies simply home in on you, but others make direct approaches. Fake out a charging foe by circling around them mid-tackle!

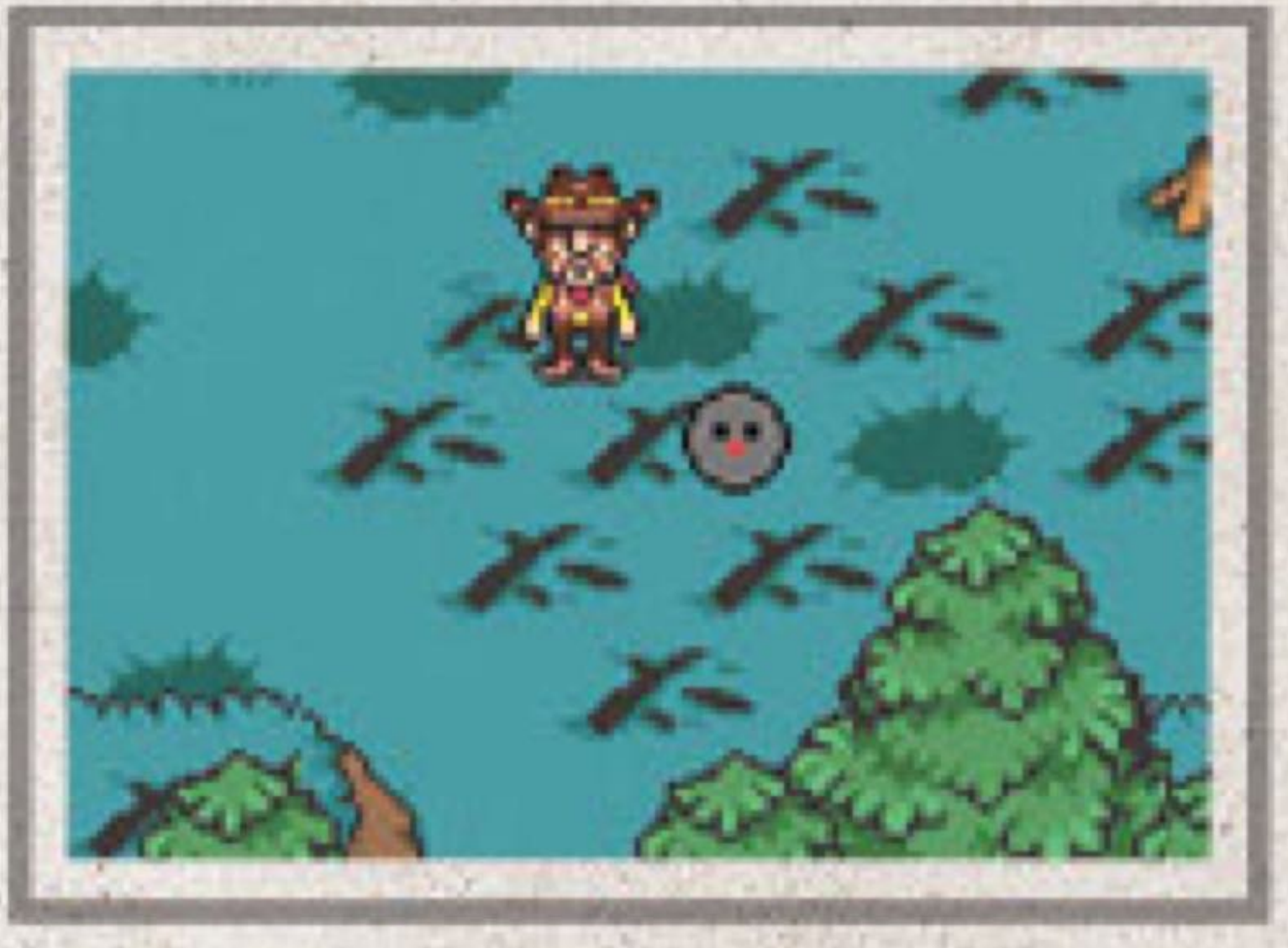
Powerleveling

An easy method of sneaking up on an enemy is to be really strong so you can approach a fleeing enemy at your leisure.



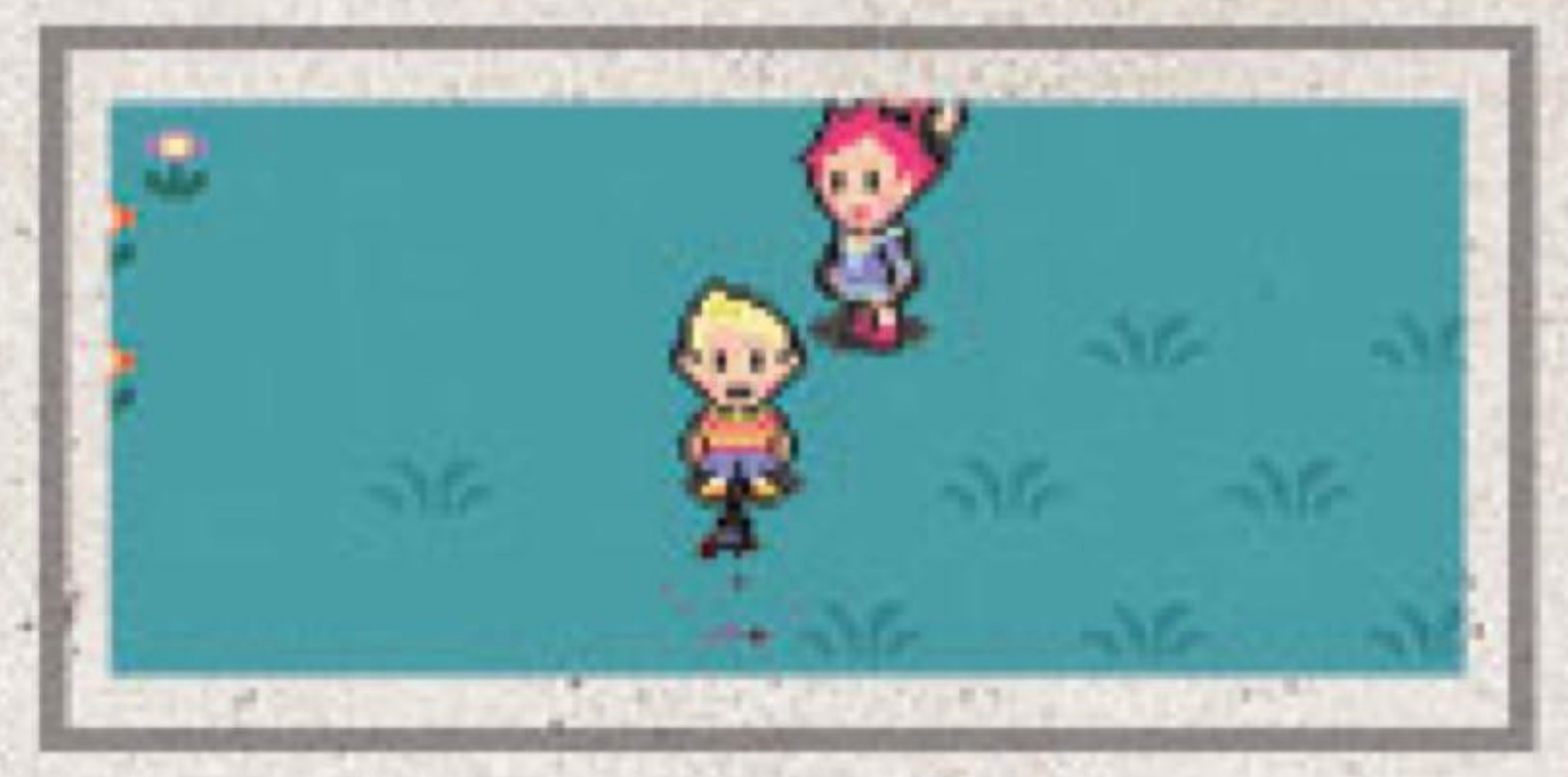
BEANLING

Beanlings are not only tough to find, they're tough to catch! If it buries itself, wait around until a small hole emerges nearby.



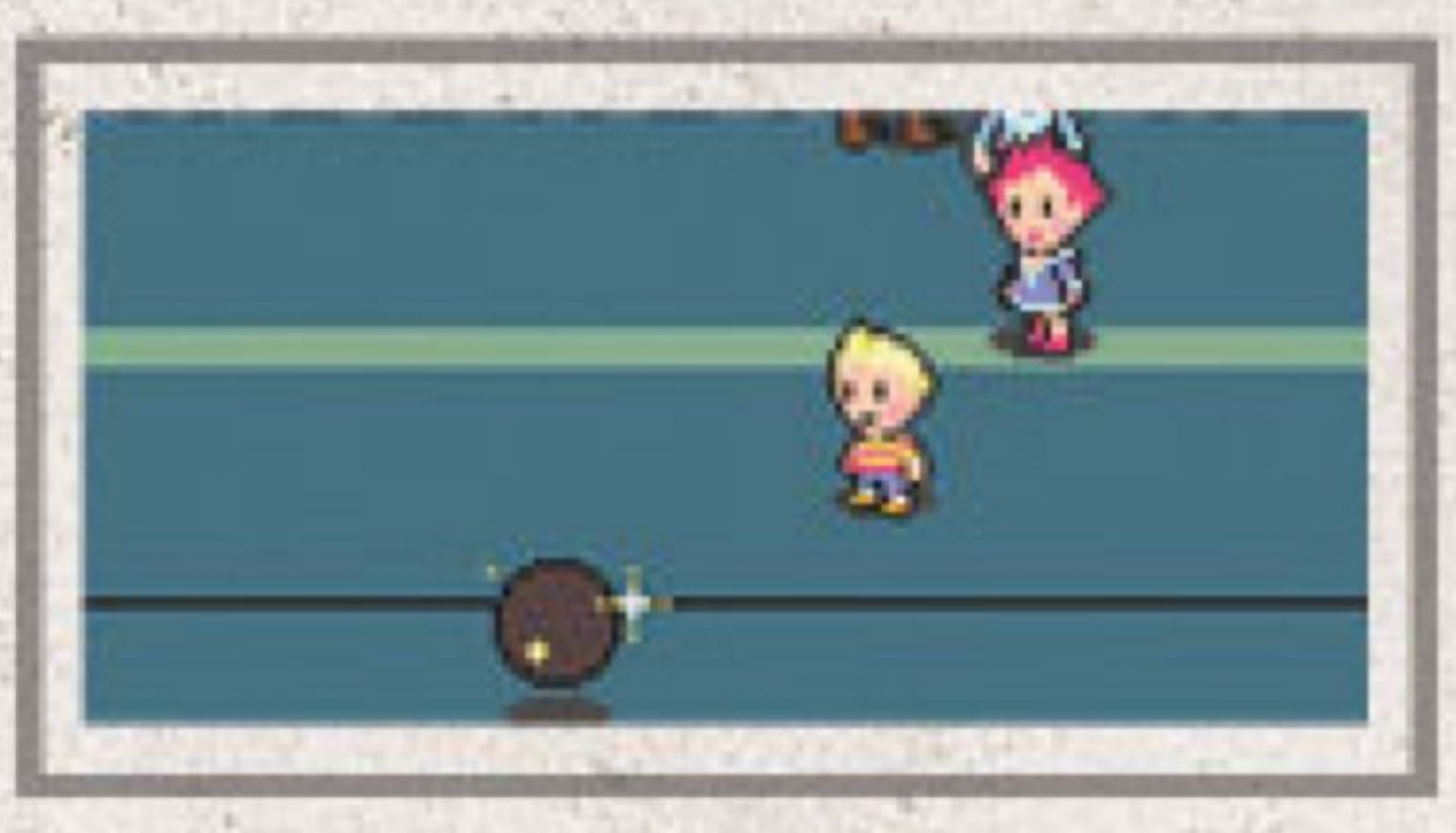
SOOT DUMPLING

These can be found rolling around Lighter's house after Flint escapes from jail. If you find one, approach it slowly. An Ancient Banana can help you beat it.



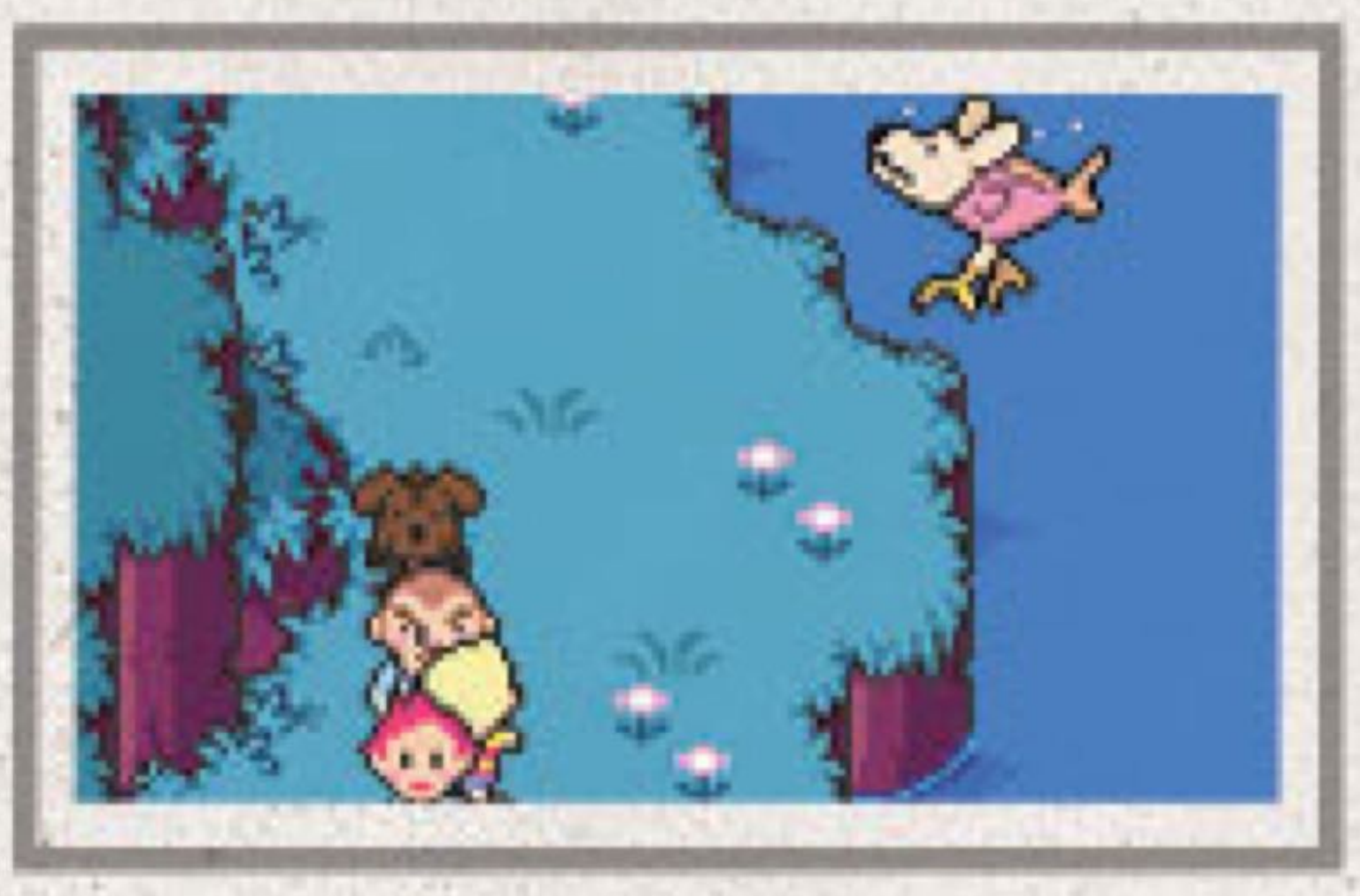
BLACK BEANLING

These miniature melanistic legumes are just like their green Beanling cousins.



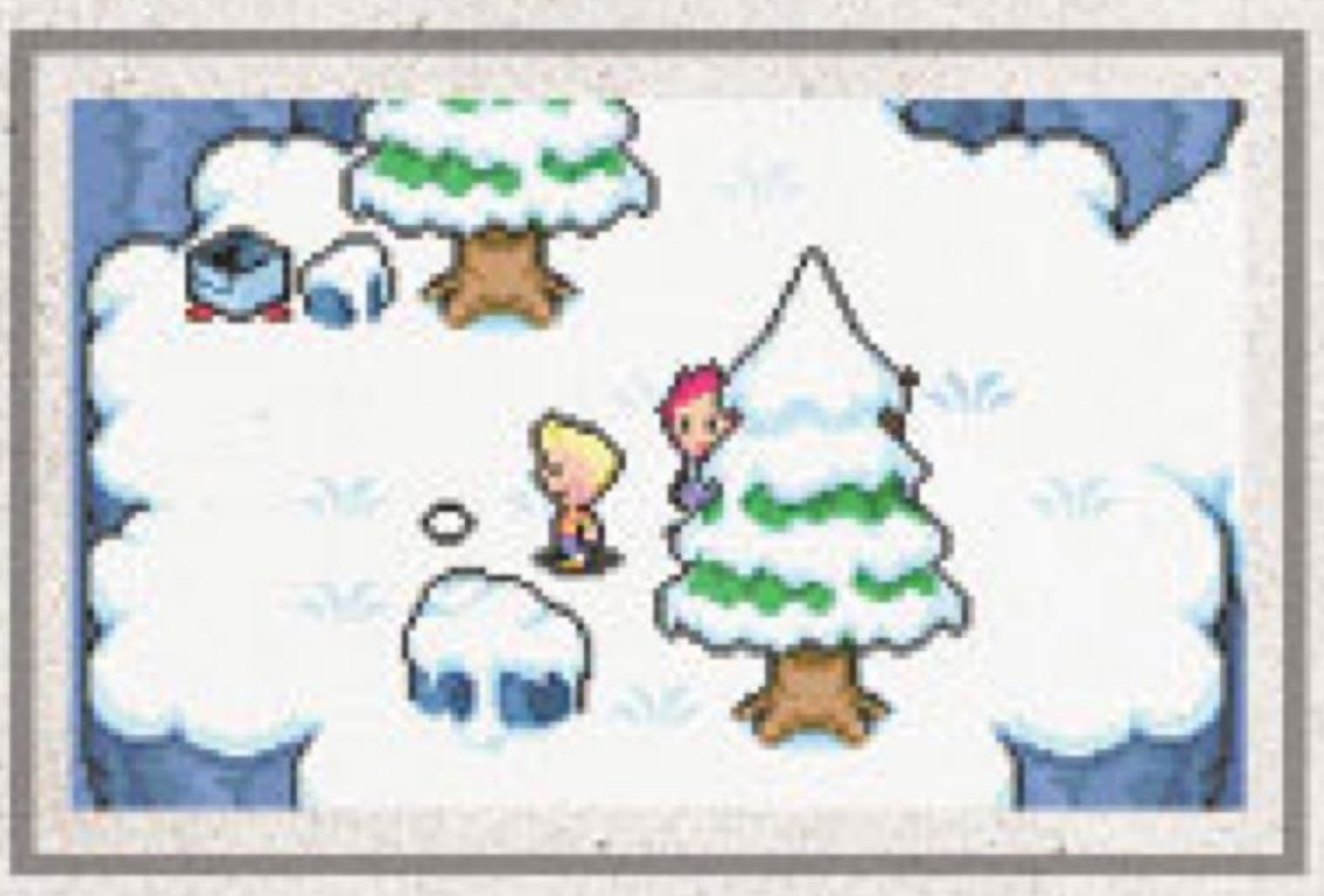
BRIGHT SMILE

It occasionally shows up on the highway. It comes equipped with some truly deadly attacks and shields!



TOP DOGFISH

These can be found on the west side of the pond next to the Chimera Lab. Careful! They know PK Freeze γ and have other powerful attacks.



FROSTED BUN

This enemy appears only on a tiny cliffside in the Snowcap Mountains. It looks like a small white circle that only responds if you talk to it.

ONE-SHOT WONDERS

Listed here are the foes that Duster can't battle against. Make sure to prioritize these enemies during their respective chapters!

CHAPTER 4 - You can buy Made-You-Looks from the mouse at the Attic's entrance, so stock up! The Elder Batties show up in Murki Cave in Chapter 7, so you can get them later.

CHAPTER 7 - Yes, you have to engage the Zombieshroom in a fight before eating shrooms, resulting in a game over. A small price to pay for a more thorough Memory!

CHP 1

Yammonster
Mighty Bitey Snake
Baked Yammonster
Flying Mouse
Greedy Mouse
Beanling
Soot Dumpling
Spud Bug
Agitated Boar

CHP 7

Cleocatra
Zombieshroom

CHP 3

Dung Beetle
Sand Lizard
Sara-Sara-Sahara
Ant Lion
HUGE Pillbug
Li'l Big Bro

CHP 4

Slimy Slug
Greedier Mouse
Arachnid!!!!
Gently Weeping Guitar
Beaten Drum

KEY ITEMS

ITEMS PIVOTAL TO COMPLETING THE STORY.

Battle Memory	A list of all monsters encountered so far. Lets you relive memories of past battles.
Bird	A bird that inhabits the Saturn Valley area.
Carrier Pidgeon	A messenger pigeon noted for its skill and work ethic.
Child's Shoe	A small, familiar-looking shoe. Its counterpart is still missing.
Courage Badge	The rust and dirt conceals the design underneath. It's incredibly old.
Drawbridge Key	Nippolyte's key for lowering Osohe Castle's drawbridge.
Hummingbird Egg	This is said to have the power to create or destroy an entire world.
Encouraging Words	No matter how down in the dumps you are, these choice words will lift your mood.
Franklin Badge	A badge that reflects lightning.
Hypno Pendulum	Sway it in front of an enemy to lull it into a deep sleep.
Jar of Yummy Pickles	Delicious pickles inside an easy-to-drop, easy-to-roll jar.
Mole Cricket Brother	Leads the way back to the start point if you get lost in the Mole Cricket Hole.
Nail File	A metal file that's bound to break after one more usage.
Noble Spittoon	A mysterious spittoon from Osohe Castle.
Pencil Eraser	This machine will eradicate all iron, pencil-shaped figures in just one second.
Pendant	A pendant dropped by a girl seen inside Osohe Castle.
Phrygia's Notebook	A notebook containing important information written down by Phrygia.
Pig Mark Notebook	A notebook with a pig-like symbol on it. The handwriting inside is terrible.
Rope Snake	A snake that seems like a good replacement for a rope.
Scary Mask	Scares an enemy, lowering its offense.
Scrap of Cloth	A familiar scrap of red cloth. It was stuck in a tree on top of a cliff.
Siren Beetle	A beetle that makes a shrill noise. Causes an enemy to stop and cover its ears.
Smoke Bomb	Explodes into an acrid smoke, bringing an enemy to tears.
Stinkbug's Memory	A record of Leder's long and important story, in case you need to hear it again.
Ticket	Tickets to go to Club Titiboo, received after working in the factory.
Tickle Stick	Tickles an enemy, lowering its defense.
Transceiver	A high-powered transceiver left behind by a Pigmask.
Wall Staple	Stick these in a wall for a quick ladder. Use in battle to briefly pin an enemy down.
Waters of Time	Time is said to speed up for whatever this water is poured onto.

WEAPONS

F: FLINT | L: LUCAS | B: BONEY | D: DUSTER | K: KUMATORA | S: SALSA

Angel Gloves	OFF +67	BUY: -- SELL: 860	K	box
Better Stick	OFF +20	BUY: 500 SELL: --	F, L	trade
Barefoot Shoes	OFF +38	BUY: 1,520 SELL: 760	D	shop
Canine Weapon	OFF +15	BUY: -- SELL: 900	B	box
Chic Gloves	OFF +23	BUY: -- SELL: 300	K	box
Clever Stick	OFF +62	BUY: 3,980 SELL: 1,990	L	shop
DCMC Pamphlet	OFF +8	BUY: 100 SELL: 50	F, L, D, K	box, shop, NPC
Durable Gloves	OFF +16	BUY: 300 SELL: 150	K	shop
Durable Shoes	OFF +12	BUY: -- SELL: 85	D	box
Easy Grip Stick	OFF +15	BUY: -- SELL: 100	F, L	pre-equip
Expensive Gloves	OFF +58	BUY: 2,360 SELL: 1,180	K	shop
Fake Bat	OFF +30	BUY: 20,000 SELL:10,000	L	shop
Fake Frying Pan	OFF +26	BUY: 18,000 SELL: 9,000	K	box
Fresh Lumber	OFF +16 SPD –4	BUY: -- SELL: 150	F	box
Friend's Yoyo	OFF +30 SPD +5	BUY: -- SELL: 1000	L,D,K	in the open
Funny Stick	OFF +40	BUY: 2,400 SELL: 1,200	F, L	shop
Gloves	OFF +9	BUY: -- SELL: 65	K	pre-equip
Good Shoes	OFF +70	BUY: 3,520 SELL: 1,760	D	shop
Good Stick	OFF +27	BUY: 1,500 SELL: 750	F, L	foe, shop
Handy Yoyo	OFF +20	BUY: 650 SELL: 325	F, L, D, K	shop
Lighter's Lumber	OFF +6 SPD –3	BUY: — SELL: 50	F	in the open
Magic Gloves	OFF +30 PP +10	BUY: — SELL: 400	K	box
Master Stick	OFF +75	BUY: 4,860 SELL: 2,430	F, L	shop
Mystical Gloves	OFF +55	BUY: — SELL: 10	K	foe
Mystical Shoes	OFF+40 SPD+7 HP+15 IQ+5	BUY: — SELL: 10	D	foe
Mystical Stick	OFF+90 SPD+5 HP&PP+10 IQ+5	BUY: — SELL: 10	F, L	foe
Non-Slip Shoes	OFF +58	BUY: 3,660 SELL: 1,830	D	shop
Ordinary Shoes	OFF +6	BUY: — SELL: 15	D	pre-equip
Real Bat	OFF +100	BUY: — SELL: --	L	box
Rubber Boots	OFF +25	BUY: 1,360 SELL: 680	D	shop
Sevolg	OFF +35	BUY: 1,200 SELL: 600	K	shop
Sharp Shoes	OFF +17	BUY: 480 SELL: 240	D	shop
Spiky Weapon	OFF +47	BUY: 3,240 SELL: 1,620	L, D, K	shop
Stick	OFF +2	BUY: — SELL: 10	F, L	foe, NPC
Strong Gloves	OFF +50	BUY: 2,690 SELL: 1,345	K	shop
Ultimate Shoes	OFF +82	BUY: — SELL: 1,000	D	box
Very Good Stick	OFF +34	BUY: 2,000 SELL: 1,000	F, L	shop
Vigor Stick	OFF +50	BUY: — SELL: 1,800	F, L	box

HEAD GEAR

Alligator Hat	DEF +20 no fleas	BUY: — SELL: 740	L, B, S	box
Angel Ribbon	DEF+27	BUY: 1,500 SELL: 750	B, K	shop
Awesome Crown	DEF +20 PP +30	BUY: — SELL: 2,000	L	box
Azure Ribbon	DEF +8	BUY: 180 SELL: 90	B, K	shop
Bear Hat	DEF +15	BUY: 720 SELL: 360	L, B, S	shop
Boing Ribbon	DEF +14 no forget	BUY: 780 SELL: 390	B, K	shop
Chick Bandana	DEF +5	BUY: — SELL: 10	D, S	box
Cow Hat	DEF +10	BUY: — SELL: 250	L, B, S	box
Crow Bandana	DEF +25	BUY:1,520 SELL: 760	D, S	shop
DCMC Hat	DEF +7 SPD +2	BUY: 200 SELL: 100	L, B, D	shop
Fairy Ribbon	DEF +18 no sleep	BUY: — SELL: 680	B, K	box
Goddess Ribbon	DEF +32	BUY: — SELL: 1,150	B, K	foe
Horus Bandana	DEF +35 no sleep	BUY: — SELL: 880	D, S	foe
Kid's Hat	DEF + 3	BUY: 50 SELL: 25	L, B, S	shop
Kite Bandana	DEF +30	BUY: 1,840 SELL: 920	D, S	shop
Manly Bandana	DEF +1 OFF +2	BUY: — SELL: 15	F, D, S	NPC
Ordinary Hat	DEF +3	BUY: — SELL: 50	F, L, B, S	pre-equip
Otter Hat	DEF +25	BUY: 1,640 SELL: 820	L, B, S	shop
Rail Bandana	DEF +15	BUY: 940 SELL: 470	D, S	shop
Red Hat	DEF +30	BUY: 2,000 SELL: 1,000	L, B, S	shop
Scarlet Ribbon	DEF +2	BUY: — SELL: 25	B, K	pre-equip
Sparrow Bandana	DEF +9	BUY: 200 SELL: 100	D, S	shop
Swallow Bandana	DEF +20	BUY: 1,396 SELL: 698	D, S	box
White Ribbon	DEF +12	BUY: 520 SELL: 260	B, K, S	shop

BODY GEAR

Aloha Coat	DEF +8 fire-strong	BUY: 1,600 SELL: 800	F, L D, K	shop
Awesome Cloak	DEF +23 lightning, fire, & ice strong	BUY: — SELL: 2,500	L	foe
Bantam Charm	DEF +15	BUY: 540 SELL: 270	ALL	shop
Black Collar	DEF +30 OFF +30	BUY: — SELL: 1,080	B	box
Brown Collar	DEF +20 OFF +20	BUY: 1,600 SELL: 800	B	box, shop
DCMC Boxers	DEF +7	BUY: — SELL: 150	D	pre-equip
DCMC Shirt	DEF +10 SPD +1	BUY: 360 SELL: 180	F, L, D, K	shop
Feather Charm	DEF +18	BUY: 1,280 SELL: 640	ALL	shop
Flame Pendant	DEF +15 fire-strong	BUY: 1,500 SELL: 750	L, B, D, K	shop
Flea Charm	DEF +5	BUY: — SELL: 35	ALL	foe, box, trade
Fly Charm	DEF +10	BUY: 350 SELL: 175	ALL	shop
Goddess Bustier	DEF +20 fire & ice strong	BUY: — SELL: 2,300	K	box
Good Kid's Shirt	DEF +17 IQ +10	BUY: — SELL: 1,000	L	box
Heavy Charm	DEF +26	BUY: 1,820 SELL: 910	ALL	shop, in the open
Ice Pendant	DEF +15 ice-strong	BUY: 1,500 SELL: 720	L, B, D, K	shop
Kid's Shirt	DEF +7	BUY: 100 SELL: 50	F, L, D, K	shop
Knit Sweater	DEF +8 some HP every turn	BUY: — SELL: 30	F, L, D, K	box
Magic Pendant	DEF +3 PP +5	BUY: — SELL: 100	K	pre-equip
Mini-Mini Charm	DEF +2	BUY: — SELL: 15	ALL	box, pre-equip
Mosquito Charm	DEF +7	BUY: — SELL: 75	ALL	foe, pre-equip
Pumice Charm	DEF +23	BUY: 1,540 SELL: 770	ALL	shop, in the open
Red Collar	DEF +50 OFF+50	BUY: — SELL: 2,300	B	box
Rubber Cape	DEF +8 lightning-strong	BUY: 1,200 SELL: 600	F, L, D, K	shop
Souvenir Dress	DEF + 13	BUY: 1,400 SELL: 700	K	shop
Striped Collar	DEF +40 OFF +40	BUY: — SELL: 1,650	B	box
Thud Charm	DEF +30 protect from all ailments	BUY: — SELL: 1,800	ALL	foe, in the open
Thunder Pendant	DEF +15 lightning-strong	BUY: 1,500 SELL: 750	L, B, D, K	shop
Warm Sweater	DEF +8 ice-strong	BUY: 1,000 SELL: 500	F, L, D, K	shop
White Collar	DEF +10 OFF +10	BUY: — SELL: 490	B	pre-equip

BRACELETS

Aquarius Bracelet	DEF +5	BUY: — SELL: 50	F, L, D, K, S	box, pre-equip
Aries Bracelet	DEF +3	BUY: — SELL: 25	F, L, D, K, S	box, pre-equip
Awesome Ring	DEF +30 PP +30	BUY: — SELL: 2,400	L	box
Cancer Bracelet	DEF +20	BUY: 1,400 SELL: 700	F, L, D, K, S	box, shop
Capricorn Bracelet	DEF +9	BUY: 600 SELL: 300	F, L, D, K, S	box, shop
DCMC Ring	DEF +7 SPD +5	BUY: 400 SELL: 200	L, D, K	shop
Gemini Bracelet	DEF +12 OFF +10	BUY: — SELL: 650	L	box
Leo Bracelet	DEF +25	BUY: 1,600 SELL: 800	F, L, D, K, S	shop
Libra Bracelet	DEF +30	BUY: 2,400 SELL: 1,200	F, L, D, K, S	shop
Pisces Bracelet	DEF +7	BUY: 160 SELL: 80	F, L, D, K, S	box, shop
Sagittarius Bracelet	DEF +45	BUY: — SELL: 1,600	F, L, D, K, S	box
Scorpio Bracelet	DEF +35	BUY: 2,800 SELL: 1,400	F, L, D, K, S	shop
Taurus Bracelet	DEF +15	BUY: 1,200 SELL: 600	F, L, D, K, S	shop
Virgo Bracelet	DEF +26 PP +10	BUY: — SELL: 900	K	box

RECOVERY ITEMS (HP)

Bag of Big City Fries	Restores 70 HP	BUY: 40 SELL: 20	foe, box, shop
Bag of Pork Chips	Restores 50 HP	BUY: 28 SELL: 14	foe, shop
Baked Yam	Restores 40 HP	BUY: — SELL: 50	foe, box
Beef Jerky	Restores 60 HP	BUY: 26 SELL: 13	foe, box, shop, trade, NPC
Beefsteak	Restores 300 HP	BUY: 2,000 SELL: 1,000	shop
Big City Burger	Restores 100 HP	BUY: 60 SELL: 30	foe, shop
Big City Cola	Restores 30 HP	BUY: 10 SELL: 5	shop
Big City Soda	Restores 20 HP	BUY: 8 SELL: 4	shop
Bread Roll	Restores 60 HP	BUY: 30 SELL: 15	foe, shop
Cup of Pork Noodles	Restores 80 HP	BUY: 80 SELL: 40	foe, shop
Doggy Biscuit	Restores 60 HP	BUY: 16 SELL: 8	foe, box, shop
Doggy Jerky	Restores 150 HP	BUY: 54 SELL: 27	foe, shop
Double Jerky	Restores 160 HP	BUY: 240 SELL: 120	foe, box shop
Edible Mushroom	Restores 20 HP	BUY: — SELL: 5	foe, box, in the open, trade
Favorite Pizza	Restores 250 HP	BUY: 1,560 SELL: 780	box, shop
Fizzy Soda	Restores 20 HP	BUY: 6 SELL: 3	foe, shop
Fresh Egg	Restores 80 HP	BUY: 40 SELL: 20	foe, NPC, shop
Fresh Milk	Restores 80 HP	BUY: 60 SELL: 30	foe, NPC, shop, trade
Giant Abalone Steak	Restores 180 HP	BUY: 400 SELL: 200	foe, shop
Grilled Chicken	Restores 170 HP	BUY: 300 SELL: 150	box, shop
Grilled Fish	Restores 120 HP	BUY: 150 SELL: 75	shop
Hot Dog Sushi	Restores 120 HP	BUY: 200 SELL: 100	foe, shop
Hot Spring Egg	Restores 100 HP	BUY: — SELL: 30	foe, event
Innit Tea	Restores 15 HP	BUY: — SELL: —	trade
Jumbo Shrimp Soup	Restores 150 HP	BUY: 350 SELL: 175	shop
King Burger	Restores 280 HP	BUY: 1,700 SELL: 850	foe, box, in the open, shop
Lotto Meal	When eaten in battle, anything can happen.	BUY: 104 SELL: 52	shop
Lucky Rice	HP restored depends on luck.	BUY: 126 SELL: 63	shop
Luxury Banana	Restores 120 HP	BUY: 500 SELL: 250	foe, box, shop
Nut	Restores 5 HP	BUY: — SELL: 1	foe, box, trade, NPC in the open
Nut Bread	Restores 30 HP	BUY: 12 SELL: 6	foe, box, in the open, shop, NPC
Nut Cookie	Restores 15 HP	BUY: 8 SELL: 4	foe, NPC, shop
Pasta with a Past	Restores 190 HP	BUY: 1,400 SELL: 700	shop
Peculiar Cheese	HP restored varies from person to person.	BUY: 20 SELL: 10	foe, box, trade, NPC in the open
Pickled Veggie Plate	Restores 10 HP	BUY: 10 SELL: 5	foe, shop
Pork Stew	Restores 100 HP	BUY: 120 SELL: 60	foe, shop
Rich Kid Stew	Restores 150 HP	BUY: 1,000 SELL: 500	shop
Rich Parfait	Restores 170 HP	BUY: 1,300 SELL: 650	foe, shop
Rotten Milk	Restores 10 HP	BUY: — SELL: 3	foe, box, event
Sincerity Dumplings	Restores 100 HP	BUY: 100 SELL: 50	shop
Strawberry Tofu	Restores 120 HP	BUY: 180 SELL: 90	shop
White Croissant	Restores 70 HP	BUY: 40 SELL: 20	shop
Yogurt	Restores 80 HP	BUY: — SELL: 35	foe, event

RECOVERY ITEMS (STATUS)

Aeolia's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	in the open
Alarm Cicada	Cures sleep status of a single ally.	BUY: 18 SELL: 9	foe, shop
Antidote	Cures poison status of a single ally.	BUY: 8 SELL: 4	foe, box, trade, NPC shop
Anti-Paralysis	Cures numbness status of a single ally.	BUY: 14 SELL: 7	foe, shop, trade
Cup of Lifenoodles	Cures all effects & revives KO'd ally (restores all HP)	BUY: 1,780 SELL: 890	foe, box, shop
Doria's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	NPC
Eye Drops	Cures teary-eyes status of a single ally.	BUY: 10 SELL: 5	box, shop
Flea Powder	Cures fleas status of a single ally.	BUY: 30 SELL: 15	foe, box, shop
Fresh Mint	Cures sickness/nausea status of a single ally.	BUY: 16 SELL: 8	foe, box, in the open, shop, trade
Ionia's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	NPC
Lydia's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	NPC
Missy's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	NPC
Paper Fan	Cures confusion status of a single ally.	BUY: 12 SELL: 6	foe, shop
Phrygia's Memento	Instantly revives any KO'd person holding it.	BUY: — SELL: —	NPC
Razor and Lipstick	Instantly revives any KO'd person holding it.	BUY: — SELL: —	in the open
Recollection Bell	Cures forgetfulness status of a single ally.	BUY: 20 SELL: 10	shop, in the open
Secret Herb	Cures all effects & revives KO'd ally (restores 25% HP)	BUY: 600 SELL: 300	foe, box, in the open, shop

REVENUE ITEMS

Chick	Tiny, yellow, fluffy, and chirpy.	BUY: — SELL: 50	event
Chicken	A handsome bird with stylish tailfeathers.	BUY: — SELL: 200	event
Dolphin Ossicle	A fossilized osside of a dolphin. (ear bone)	BUY: — SELL: 5	in the open
Dung	Trade with Wan Sum Dung for EXP.	BUY: — SELL: —	foe, in the open
Hermit Shell Crab	Home to a Hermit Crab. Return for big money.	BUY: — SELL: 300	in the open
Meteotite	From outer space. Worth a whole lot of money.	BUY: — SELL: 2,500	foe
Rotten Eclair	Not for the living. Trade item with ghost bazaar.	BUY: — SELL: 1	foe, NPC, in the open

RECOVERY ITEMS (PP)

Magic Cake	Restores 50 PP	BUY: --- SELL: 600	box
Magic Gelatin	Restores 20 PP	BUY: --- SELL: 75	foe, box

Magic Pudding	Restores 40 PP	BUY: — SELL: 300	foe, box
Magic Tart	Restores 30 PP	BUY: — SELL: 150	foe, box

BATTLE ITEMS

Ancient Banana	Enemy slips, inflicting damage.	BUY: — SELL: 5	foe, box, trade
Attack Attractor	Makes enemy stink and target of all attacks.	BUY: 400 SELL: 200	foe, shop
Bomb	Explosive damage to all enemies.	BUY: 1,000 SELL: 500	foe, shop
Bug Spray	Damages insect enemies.	BUY: 100 SELL: 50	foe, box, in the open, shop
Defense Spray	Raises an ally's defense until the end of battle.	BUY: 1000 SELL: 500	shop, in the open
Drago Fang	Can pierce a Drago's hide.	BUY: — SELL: ---	NPC
Dragonfly	This dragonfly is the most popular among kids.	BUY: — SELL: 70	NPC
Enemy Bufferizer	Strengthens an enemy, boosts exp. pts. gained.	BUY: 800 SELL: 400	shop, in the open
Enemy Wimperizer	Weakens an enemy and lowers exp points gained.	BUY: 1,200 SELL: 600	shop, in the open
Honey Shower	Covers enemy in honey, causes bees to attack.	BUY: 300 SELL: 150	box, shop
Made-You-Look	Tricks an enemy into turning around.	BUY: 50 SELL: 25	foe, box, in the open, shop

New Year's Eve Bomb	Lowers enemies's HP to 1. It could be a dud, though.	BUY: 3,000 SELL: 1,500	foe, shop
Offense Spray	Raises an ally's offense until the end of battle.	BUY: 1,000 SELL: 500	shop, in the open
Pencil Rocket	Deals explosive damage to all enemies.	BUY: 500 SELL: 250	foe, box, shop
Running Bomb	Deals damage to all enemies.	BUY: — SELL: 50	foe, box, trade
Saltwater Gun	Damages mechanical enemies.	BUY: 400 SELL: 200	foe, box, shop
Shield Snatcher	Peels an enemy's shield away.	BUY: — SELL: ---	NPC
Silver Dragonfly	Children love to chase this dragonfly.	BUY: — SELL: 30	NPC
Sprinting Bomb	Deals explosive damage to all enemies.	BUY: 200 SELL: 100	foe, box, shop
Super Bomb	Deals explosive damage to all enemies.	BUY: 2,000 SELL: 1,000	foe, box, in the open, shop
Thunder Bomb	Deals lightning damage to all enemies.	BUY: — SELL: 25	box, NPC
Trivia Card 1, 2, 3, 4	A riddle card. Try it on Pigmask soldiers.	BUY: — SELL: ---	box (1-3) NPC (4)

PSI (HEAL & RESTORE)

Lifeup α	5 PP	lvl 3 lvl 11	Lucas Kuma	Restores 60-70 HP - single ally
Lifeup β	9 PP	lvl 18 lvl 31	Lucas Kuma	Restores 120-140 HP - single ally
Lifeup γ	16 PP	lvl 43	Lucas	Restores all HP - single ally
Lifeup Ω	28 PP	lvl 50	Lucas	Restores 240-260 HP - all allies
Refresh	20 PP	lvl 58	Lucas	Restores 10% of HP for 5 turns

Healing α	4 PP	lvl 5 lvl 14	Lucas Kuma	Cures one status ailment
Healing β	8 PP	lvl 25	Lucas	Cures two or more status ailments
Healing γ	18 PP	lvl 39	Lucas	Cures two+ ailments, including KO
Healing Ω	30 PP	lvl 56	Lucas	Healing γ for all allies
PSI Magnet α	0 PP	lvl 27	Kuma	Absorbs 2-8 PP from a single enemy
PSI Magnet Ω	0 PP	lvl 45	Kuma	Absorbs 2-8 PP from all enemies

PSI (OFFENSE)

PK Special α	10 PP	event	Lucas	130-150 damage to all enemies
PK Special β	20 PP	event	Lucas	230-250 damage to all enemies
PK Special γ	35 PP	event	Lucas	450-480 damage to all enemies
PK Special Ω	50 PP	event	Lucas	800-820 damage to all enemies
PK Flash	12 PP	event	Lucas	Status effects to all enemies
PK Starstorm	48 PP	event	Kuma	650-680 damage to all enemies
PK Fire α	6 PP	lvl 3	Kuma	60-80 fire damage to all enemies (10% flammability rate)
PK Fire β	12 PP	lvl 23	Kuma	120-140 fire damage to all enemies (10% flammability rate)
PK Fire γ	20 PP	lvl 43	Kuma	200-230 fire damage to all enemies (10% flammability rate)

PK Fire Ω	40 PP	lvl 53	Kuma	280-320 fire damage to all enemies (10% flammability rate)
PK Freeze α	5 PP	lvl 7	Kuma	120-140 ice damage to one enemy (10% freezing rate)
PK Freeze β	10 PP	lvl 28	Kuma	200-230 ice damage to one enemy (10% freezing rate)
PK Freeze γ	18 PP	lvl 38	Kuma	320-350 ice damage to one enemy (10% freezing rate)
PK Freeze Ω	28 PP	lvl 51	Kuma	450-480 ice damage to one enemy (10% freezing rate)
PK Thunder α	7 PP	lvl 12	Kuma	120-130 damage to one enemy (15% paralysis rate)
PK Thunder β	15 PP	lvl 32	Kuma	Two shots of PK Thunder
PK Thunder γ	21 PP	lvl 49	Kuma	Three shots of PK Thunder PSI Shields and Counters can't block
PK Thunder Ω	32 PP	lvl 57	Kuma	Four shots of PK Thunder PSI Shields and Counters can't block
PK Ground	43 PP	lvl 60	Kuma	2-13% Max HP damage to 5 foes. PSI Shields and Counters can't block (8% trip rate)

PSI (ASSIST)

Shield α	6 PP	lvl 22	Lucas	50% physical damage to one ally (3 layers)
Shield Ω	18 PP	lvl 35	Lucas	50% physical damage to all allies (3 layers)
Counter α	12 PP	lvl 27	Lucas	Reflects 50% physical damage (3 layers, single ally)
Counter Ω	28 PP	lvl 51	Lucas	Reflects 50% physical damage (3 layers, all allies)
PSI Shield α	8 PP	lvl 28	Lucas	50% PSI damage to single ally (3 layers)
PSI Shield Ω	20 PP	lvl 45	Lucas	50% PSI damage to all allies (3 layers)
PSI Counter α	18 PP	lvl 33	Lucas	Reflects 50% PSI damage (3 layers, single ally)
PSI Counter Ω	34 PP	lvl 53	Lucas	Reflects 50% PSI damage (3 layers, all allies)
Offense Up α	6 PP	lvl 14	Lucas	Raises one ally's offense
Offense Up Ω	18 PP	lvl 36	Lucas	Raises all allies' offense
Defense Up α	6 PP	lvl 17	Lucas	Raises one ally's defense

Defense Up Ω	18 PP	lvl 30	Lucas	Raises all allies' defense
Hypnosis α	6 PP	lvl 21	Kuma	Puts one enemy to sleep
Hypnosis Ω	18 PP	lvl 35	Kuma	Puts all enemies to sleep
Paralysis α	8 PP	lvl 17	Kuma	Paralyzes one enemy
Paralysis Ω	24 PP	lvl 29	Kuma	Paralyzes all enemies
Brainshock α	7 PP	lvl 25	Kuma	Makes one enemy feel strange
Brainshock Ω	22 PP	lvl 47	Kuma	Makes all enemies feel strange
Offense Down α	7 PP	lvl 15	Kuma	Lowers one enemy's offense
Offense Down Ω	22 PP	lvl 37	Kuma	Lowers all enemies' offense
Defense Down α	7 PP	lvl 19	Kuma	Lowers one enemy's defense
Defense Down Ω	22 PP	lvl 40	Kuma	Lowers all enemies' defense

THIS BOOK BELONGS TO:

Bumbling soldiers infiltrate a formerly peaceful village, setting fires and unleashing "enhanced" creatures to wreak havoc in the wild. This invasion is just the first of many disturbing developments which will forever change the inhabitants of Tazmily.

This handbook is designed to help you fully appreciate the intricate details of the world of Nintendo's MOTHER 3, the sequel to Shigesato Itoi's masterpiece EarthBound. Each of the game's eight chapters is covered in-depth, individually designed and illustrated with hundreds of pieces of original artwork. This unofficial guide is packed with facts, hints, and trivial minutiae to help you navigate and enjoy the weird, funny, and heartbreaking story of MOTHER 3.

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